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TRANSMISSION No. 10
STARDATE January 1986
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Computer GAMER

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Superman

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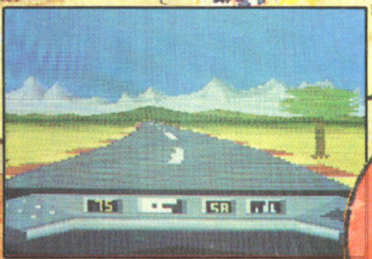
Spellbound



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'Heroic Warrior'
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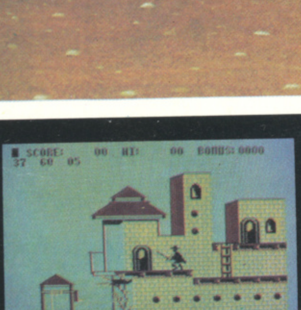
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Computer GAMER

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Computer Gamer is a monthly magazine appearing on the fourth Friday of each month.

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NEWS NEWS

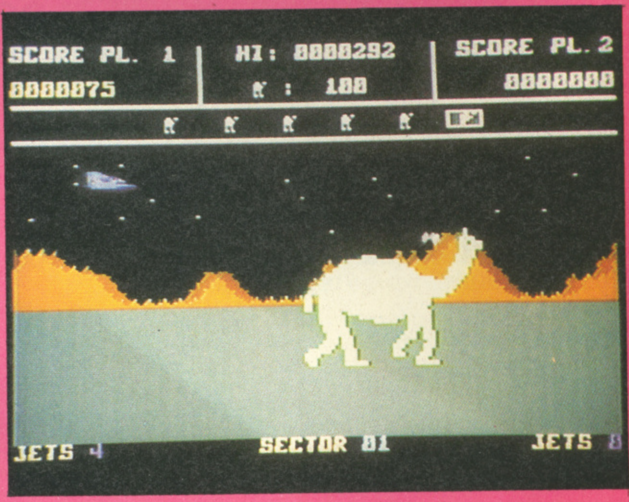
Yak's Progress

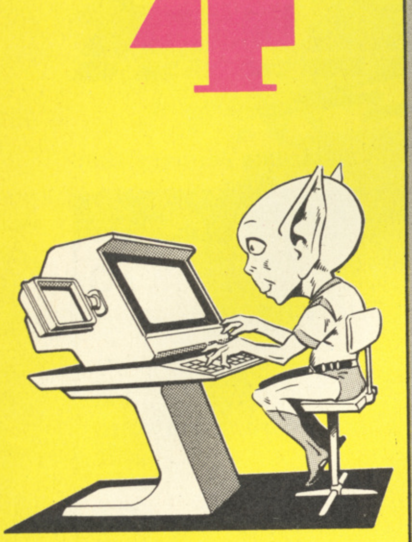
Eight of Jeff Minter's zany C64 games are now available in one pack for only £9.95.

Brought together under the heading of Yak's Progress they chronicle the career of one of the most prolific games programmers.

Classics such as Attack of the Mutant Camels, Sheep in Space and Hover Bovver are accompanied by Jeff's own description of the design and reason (if any) behind them.

Each of the games originally cost £8 each and some are no longer available so grab a chance to pick up a piece of software history.





Eecaan's Transmission

Greetings earthlings. Welcome to an action packed transmission of the galaxies favourite magazine for computer gamers.

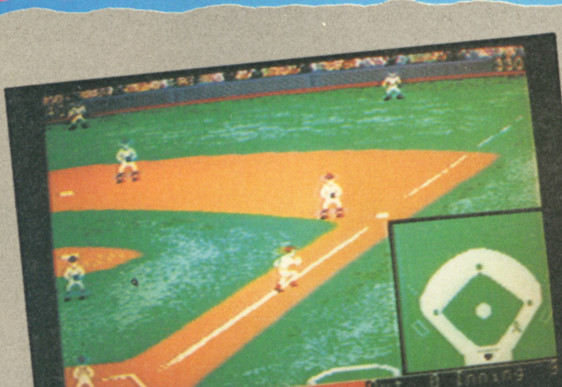
This month we come to the rescue of those of you suffering through Christmas who can't get close to the television because the family are watching a rerun of the Sound of Music. The answer is simple. Play a game of Assault on Aargon.

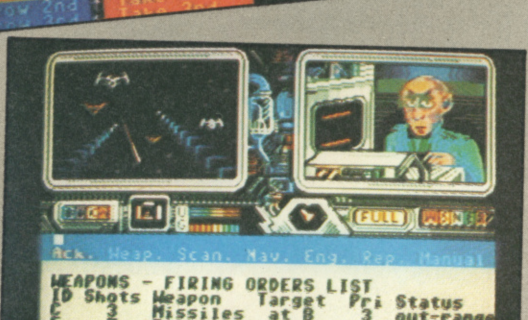
It's a fantastic science fiction game for two players and its set on my own planet Aargon. You'll find all the counters for the game inside the magazine as well as full playing instructions. The board is part of the great poster included in this issue that also doubles as a calender to remind you when the next transmission of Gamer is in the shops. Next month we'll add more to the excitement by printing the counters and rules for two more alien races plus charts that will allow you to play it solo.

Also in this transmission you'll find in depth reviews of Superman — the game, a superb budget arcade adventure called Spellbound and Elektraglide that has to be seem to be believed.

Plus we've got another of our incredibly popular "Heroic Warrior" adventures and all the latest news and reviews to guide you into a new gaming year.

Transmission ends.





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WEAPONS - FIRING ORDERS LIST
ID Shots Weapon    Target  Pri Status
C    3   Missiles   at B    3  out-range
F    7   Blasters   at E    3  in-range
A    2   Cannons    at A    4  broken
E    5   Thermos    at C    6  no power
G    9   Blasters   at G    8  in-range
B    3   Cannons    at D    9  broken
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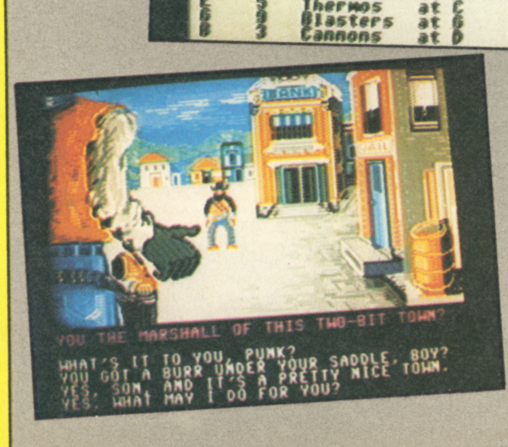

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YOU THE MARSHALL OF THIS TWO-BIT TOWN?
WHAT'S IT TO YOU, PUNK?
YOU GOT A BURR UNDER YOUR SADDLE, BOY?
YES, SON, AND IT'S A PRETTY NICE TOWN.
YES, WHAT MAY I DO FOR YOU?
```

US Gold's Accolade

The first three games from US Gold's new signing, Accolade software, are due out soon and promise realistic action and movie style graphics.

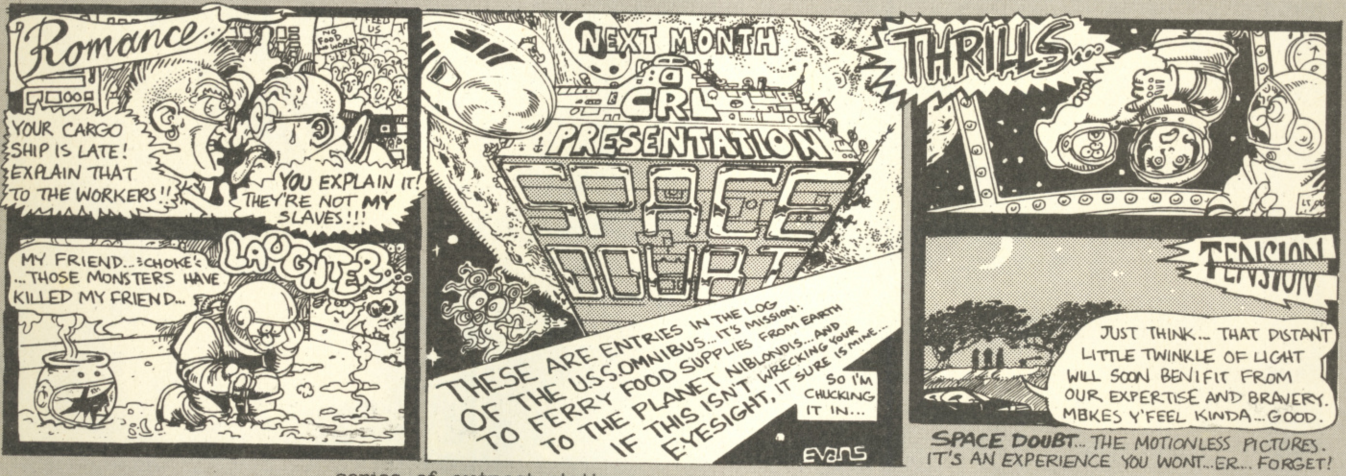
Hardball is claimed by Accolade to be the most realistic home computer baseball game ever. It features all the action of major League baseball which may become more unstandable after watching the World Series highlights on Channel 4 (Jan 1st).

The Psi-5 Trading Company pits you as a galactic pony express who must get his cargo through to a beseiged colony. Vast profits will be yours if you can get past the space pirates that are the scourge of the shipping lanes.

To succeed you will need the right crew that you'll have to select from 30 applicants each with a special skill.

Finally in **Law of the West** your the new sheriff of Gold Gulch. The old sheriff died of sudden lead poisioning whether this happens to you depends on your quick wits and firebutton finger.

NEWS NEWS


Romance...
NO FOOD NO WORK
FEED US
YOUR CARGO SHIP IS LATE! EXPLAIN THAT TO THE WORKERS!!
YOU EXPLAIN IT! THEY'RE NOT MY SLAVES!!!
LAUGHTER...
MY FRIEND... CHOKE ...THOSE MONSTERS HAVE KILLED MY FRIEND...
NEXT MONTH
CRL
PRESENTATION
SPACE DOUBT
THESE ARE ENTRIES IN THE LOG OF THE U.S.S. OMNIBUS... IT'S MISSION: TO FERRY FOOD SUPPLIES FROM EARTH TO THE PLANET NIBLONDIS... AND IF THIS ISN'T WRECKING YOUR EYESIGHT, IT SURE IS MINE...
SO I'M CHUCKING IT IN...
EVANS
THRILLS...
TENSION
JUST THINK... THAT DISTANT LITTLE TWINKLE OF LIGHT WILL SOON BENIFIT FROM OUR EXPERTISE AND BRAVERY. MBKES Y'FEEL KINDA... GOOD.
SPACE DOUBT... THE MOTIONLESS PICTURES. IT'S AN EXPERIENCE YOU WONT...ER... FORGET!

Amstrad Tau Ceti

CRL have almost completed the Amstrad conversions of the excellent Tau Ceti which was featured in the last transmission of Gamer.

The cassette version will be a straight conversion but the disc version will be aptly called Tau Ceti Plus. Not only will it feature more buildings and aliens each city will also have a series of outpost stations. You will also be able to explore the buildings themselves and use an encyclopedia not unlike the Hitch-hikers guide to the Galaxy.

Spectrum owners can look forward to Space Doubt which will be available soon and is a science fiction arcade adventure featuring a split screen display and superb character animation.

We're Counting the Votes

In the 1985 Computer Gamer — Game of the Year Awards.

Order your copy of the next transmission of Gamer for the full results.

Best Software House.

Best Game.

Best Spectrum Game.

Best C64 Game.

Best Adventure.

Best Sports Game.

Best Arcade Game.

Best Arcade Adventure.

Best Strategy Game.

Best Platform Game.

Best Coin-op Machine.

Game of the Year Awards — 1985

Gremlin's Games

Gremlin Graphics hope to follow up the success of Monty on the Run and Grumpy Supersleuth with the release of new games for five machines.

The Way of the Tiger is a series of games based on the fighting fantasy style books published by Houghton & Stoddeston. Not only has the series inspired a series of text adventures to be released early next year but also four arcade adventures. In the first game you must prove you are worthy to become a Ninja by taking a motly collection of opponents ranging from horned beasts to other Ninjas on a scrolling landscape. Using the joystick you can execute a number of acrobatic punches and kicks as well as some impressive jumps. A nice feature of the graphics is that the landscape moves up and down as you jump to give you that extra air of realism.

The following three arcade adventures will be available later in the year and will be in Spectrum, Amstrad and C64 formats and will cost £9.95.

Zone X and King of the Ring are Gremlins first games for the Atari.

Zone X is an arcade race against time in which you must collect plutonium waste from mineshafts and transport them to the safety of containers within 50 seconds.

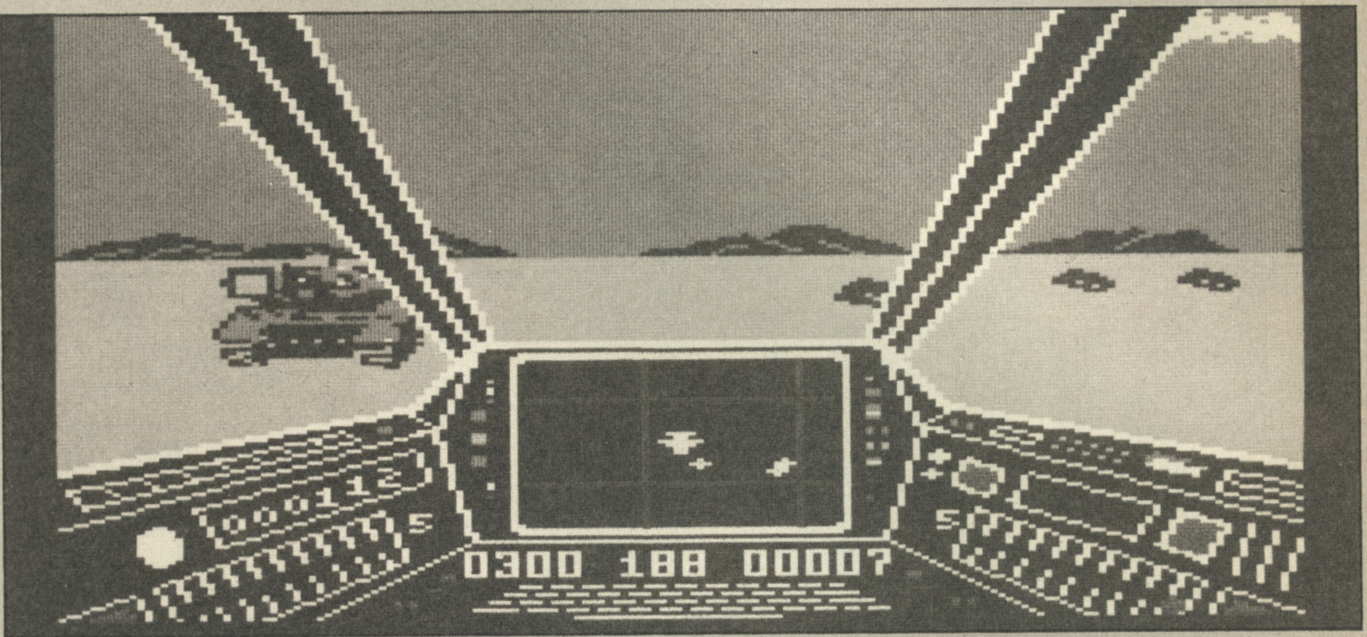
King of the Ring gives you the chance to become a boxing manager in which you must train your fighter for the big fight. However once the training's over and they're in the ring you have to take a ringside seat and are only allowed to pass on hints and comments to your champ inbetween rounds.

Jetbrix promises to be an extremely addictive game for the C16 in which you must stop bricks landing by shooting them as they fall from the top of the screen.

The game starts with the bricks six deep along the bottom and they musn't get any higher. To help you, you can collect objects that fall with the bricks that can clear a single brick or an entire row.

Finally Gremlin also plan the Amstrad version of Monty on the Run, West Bank (a game inspired by the coin-op game Bank Panic) for Amstrad and Spectrum plus a C16 game called Kung-fu Kid.

NEWS NEWS



Skyfox, soon for the Spectrum and Amstrad.

Ariolasoft's Xmas goodies

Ariolasoft have rushed out a new strategy game and five conversions to catch the end of the Christmas rush.

Think! is an Icon drive strategy game which is reviewed in this issue of Gamer. It pits you against either a human or a computer opponent.

The long awaited conversions will allow Spectrum and Amstrad owners to enjoy the excellent Skyfox, as well as a C64 version of Spelunker and an Atari and Amstrad version of the puzzling Realm of Impossibility.

Quiz Time

Three new computerised quiz games have been released in time for New Year parties.

In Alligata's **Quiz Quest** contestants will have to answer multiple choice questions on a variety of subjects including sport, pop, TV and general knowledge. Quiz quest also includes a facility to include your own questions.

Family Quiz for the Spectrum is based on the TV series 3-2-1.

Contestants must answer true or false questions, play an arcade game and sport the real prize in order to enter a real prize draw in which you could win a holiday in the sun.

Finally, football fanatics can answer a variety of football related questions ranging from the FA Cup to Non-league records. Rothmans Football Quick Quiz is available for the Spectrum for £7.95.

Firebird's Art Studio

Firebird are set to launch a superb graphics package for the Spectrum.

Called the Art Studio it is an Icon driven utility which via pull down menus allows you to easily draw almost any shape on the screen. This can then be flipped, squashed magnified, rotated, inverted and copied around the screen as well as coloured in bewildering variety of textures, colours and textured colours.

The resulting drawing can be saved to tape, disk or microdrive to be improved on later or compressed for use in your own programs.

The Art Studio is produced by Firebird for the Spectrum and will cost £14.95.

Firebird's Art Studio (Artist not supplied).

A Happy New Year to all our readers from all at Computer Gamer.

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1. Maze Eater
2. Cyclons
3. Handicap Golf
4. Rush Hour Attack
5. Royal Rescue
6. Star Trek
7. Whirly
8. Attacker
9. Fighter Command
10. Draughts
11. Evasive Action
12. Noughts and Crosses
13. The King's Orb
14. Play Your Cards Right
15. Creepy Crawley
16. Hangman
17. Pontoon Bet
18. Fireman Rescue
19. 3DMaze
20. Colony-9
21. Backgammon
22. Solit
23. Yamzee
24. Three Cardbrag
25. Trucking
26. Rally 3000
27. Sitting Target
28. Nemesis
29. Space Ship
30. Jet Flight
31. Dragona Maze
32. Intruder
33. Inferno
34. Ghosts
35. Fantasy Land
36. Space Base
37. Planets
38. Hopping Herbert
39. Dynamite
40. Timebomb
41. Day at the Races
42. Lunar Landing
43. Space Mission
44. Rats
45. Motorway
46. Dungeon Adventure
47. Space Pod Rescue
48. High Rise
49. Craps
50. Exchange

Spectrum 16k/48k or +

'Incredibly frustrating!' - that's the verdict on Cassette-50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find - it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user-defined graphics, scrolling and full use of the Spectrum sound capabilities.

1. Muncher
2. Ski Jump
3. Basketball
4. Frogger
5. Breakout
6. Crusher
7. Startrek
8. Martian Knockout
9. Boggles
10. Alien Attack
11. Lunar Landing
12. Maze Eater
13. Microtrap
14. Motorway
15. Labyrinth
16. Skittles
17. Race Track
18. Ski Run
19. Tanks
20. Solar Ship
21. Ten Pins
22. Cars
23. Stomper
24. Pinball
25. Cavern
26. Laser
27. Alien
28. Cargo
29. The Race
30. The Skull
31. Orbit
32. Munch
33. Bowls
34. Raiders
35. Field
36. Draggold
37. Space Search
38. Inferno
39. Nim
40. Voyager
41. Sketch Pad
42. Blitz
43. Fishing Mission
44. Mystical Diamonds
45. Galaxy Defence
46. Cypher
47. Jetmobile
48. Barrel Jump
49. Attacker
50. Space Mission

Commodore 64

Only you can save Europe from destruction! It's ROCKET LAUNCH, the thrilling war game that reproduces a European map. More ambitious? Try rescuing your crew under an ultrafast GALACTIC ATTACK and escaping back to your spaceship! Just two of the great games on your Cassette-50, featuring high resolution and user-defined graphics, sprites, sound and music.

1. Maze Eater
2. Galactic Attack
3. Space Mission
4. Lunar Landing
5. Plasma Bolt
6. Startrek
7. Radar Landing
8. Attacker
9. Galactic Dog Fight
10. Psion Attack
11. Evasive Action
12. Noughts & Crosses
13. Boggles
14. Pontoon
15. Ski Jump
16. Hangman
17. Old Bones
18. Thin Ice
19. Orbitter
20. Motorway
21. Force Field
22. Nim
23. Tunnel Escape
24. Barrel Jump
25. Cannonball Battle
26. Overtake
27. Sitting Target
28. Smash the Window
29. Space Ship
30. Jet Flight
31. Phaser
32. Intruder
33. Inferno
34. Ghosts
35. Submarines
36. Rocket Launch
37. Planets
38. Black Hole
39. Dynamite
40. Do Your Sums
41. Derby Dash
42. Space Search
43. Universe
44. Rats
45. Tanker
46. Parachute
47. Jet Mobile
48. High Rise
49. The Force
50. Exchange

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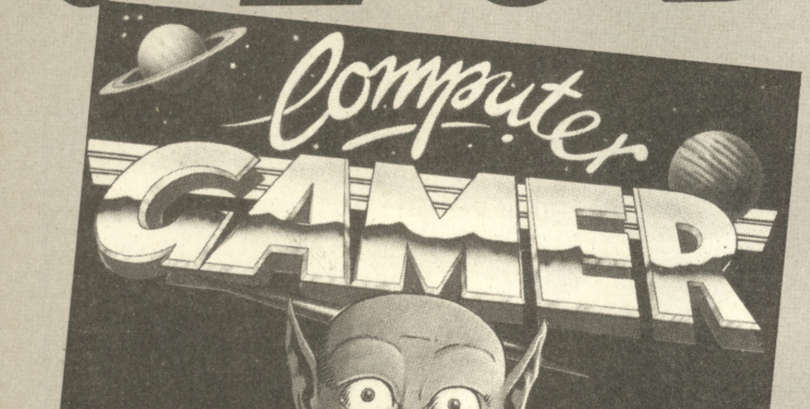

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Do not enclose any other correspondence in the envelope — ONLY your application.

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TYPE OF COMPUTER OWNED ....
ACCESS TO DISCS ....
YOUR MAIN GAMES INTEREST: ARCADE/ACTION ....
ADVENTURE ....
STRATEGY ....
SIMULATIONS ....
OTHER (SPECIFY) ....
WHAT COMPUTER MAGAZINES DO YOU BUY? ....
WHAT OTHER MAGAZINES DO YOU BUY? ....
WHAT TYPE OF FILMS DO YOU WATCH? ....
WHAT TYPE OF BOOKS DO YOU READ? ....

Robot
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Robot
MESSIAH

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You are the Robot Messiah, the one hope for your long suffering race, the Droids.

Imprisoned in mines of horrific torture, the Droids are worker robots, slaves to Androids and destined to misery.

As the Robot Messiah, you must set out against overwhelming odds — battle against giant bears, killer robots and evil gnomes. Explore a mind-boggling maze of caves, escape from a wretched tunnel until, in the sinister test centre you can begin to formulate a plan — and that is only the beginning!

Spanning 152 screens and 3 levels, Robot Messiah is a sensational arcade adventure, rich in atmosphere and tension which is sure to be the hit this Christmas.

"ROBOT MESSIAH" written by Christian Urquhart and Mike Smith
Christian Urquhart is also the author of 'Hunchback' & co-author of Daley Thompson's 'Decathlon'

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ELEKTRAGLIDE

Mike Roberts takes an in depth look at the racing game that's on the road to success.

Electraglide is the best road racing game that I have ever seen. This game is truly brilliant. A term I don't often use with games but this game is really exceptional.

After waiting an incredibly long time for the game to load you are greeted with the title screen which comprises a waving union jack and the Electraglide logo — which is vector drawn and 'flows' between the words Electra and Glide. After this is the option screen which gives you a choice between three different steering envelopes. These envelopes change the weight and feel of the steering. You also have the option of in which country the game should take place. The choices are America, Australia, and the British mainland.

Depending on the choice you get a slightly different track, with a different colour scheme — for me, Australia seems to be easier, but the instructions only say that they are different not that there is any difficulty change between countries.

Changing between countries causes a map, displayed on the left of the screen, to flow from one to another. This is a most interesting effect, and even when you know how it's done, it can be very impressive.

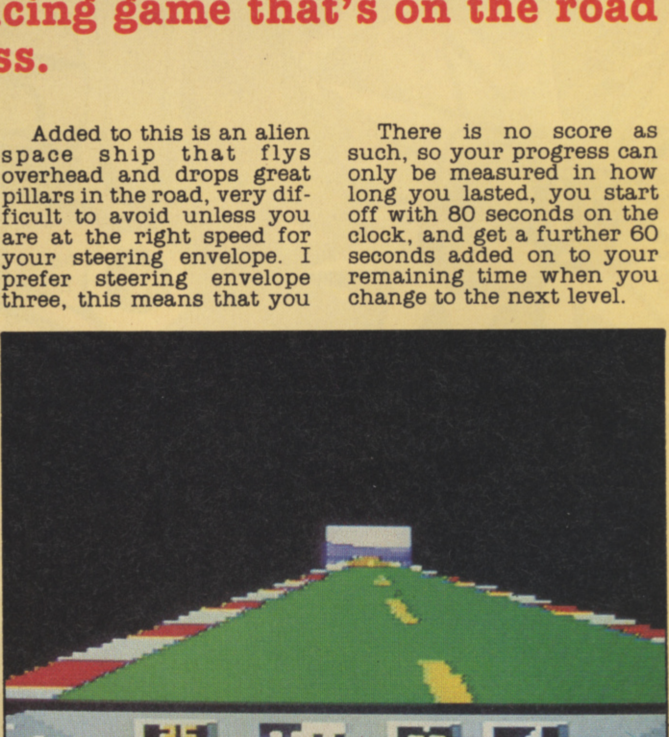
Press start and you're into the game. The screen is dominated by the view of the track in front of you, with a small control panel showing time left and speed along with some pseudo instruments that show flickering shapes, as far as I can see these are there for no real purpose though they do seem to change along with various happenings on the track — though this may only be an effect.

As mentioned earlier, the colour scheme is dependent on the country that you are running over, though the graphics don't change — ie you still get snow capped mountains in Australia and Britain!

The initial impression of the game is Pole Position-like, with red and white striped edging to the road and the aforementioned mountains in the background. But, the game is far from your standard racing game — in factg, it is nothing like a racing game at all, except for the road and the time limit, all similarities with the run-of-the-mill racing games ends here.

The object of the game is just to survive. The road twists and turns with trees on either side of the road (even in the desert!), but these are not the problem. What really messes you up are the rotating triangles that float over the road, and the zig-zagging bouncing balls that charge down the road in the same way as the mysterious sphere in 'The Prisoner' — all very eerie.

Added to this is an alien space ship that flys overhead and drops great pillars in the road, very difficult to avoid unless you are at the right speed for your steering envelope. I prefer steering envelope three, this means that you can zip around the things at maximum speed.



Joystick controls are forward to accelerate, back to brake, and left/right steering. This may sound obvious, but the instructions don't tell you about it, and it took me a few plays before I worked out where the brake is — maybe I'm just getting old! You also have to keep the joystick pushed forwards all the time to keep the speed up. I don't like this as it reduces your steering control, and gets very painful after a while if you are using the old style Atari stick with the pointed corners — perhaps English Software don't use this type of stick? I wish I didn't.

At the start of the game you are in a tunnel, the effect of this is stunning, and is even better at the end of level one where you have to drive along a longer tunnel to the next level, the tunnel has corners in it and the 3D effect of the opening of the tunnel coming towards you and the exit looming up — being able to see the scenery of course — is incredible.

At the end of level two you are greeted with a fork in the road, wonders will never cease, that's as far as we got — I hate to think what could happen in later levels.

There is no score as such, so your progress can only be measured in how long you lasted, you start off with 80 seconds on the clock, and get a further 60 seconds added on to your remaining time when you change to the next level.

The tactics needed to play the game mainly rely on a good memory, as at the speeds that the game goes at a map would be next to useless unless somebody was calling it out.

The objects on the track appear in a similar manner to those in 'Star Rider' a video disk game that had a limited success in the arcades. But, of course in

Electraglide they all move. The most numerous obstacle is the triangular prism shape that sits in a fixed position at a fixed height over one of the lanes in the road, once their positions can be memorised it is an easy task to avoid them.

The next easiest are the pillars that the space ships drop, these will always appear in one of a number of possible positions (I think), and as mentioned earlier if you change speed to that which gives you maximum turning ability on your steering envelope then you will be all right, just remember where they are and zig-zag through them. Each pillar stretches from about the same height as the prism shapes, but extends to the ground, they always sit in the middle of a lane — so just use the other.

The really awkward obstacles are the bouncing balls. These balls bounce up and down and will always bounce on the lane that you are on or, if you are in the middle of the track, they will bounce from side to side. There are two tactics for avoiding these, time it right and drive underneath them, or drive up to them on one side of the trak. Then, at the last moment possible with your steering control envelope, zip over to the other lane.

The big problem with all of these obstacles is that they occasionally appear on corners, this means that you either can't see them until you are too late or you can't tell which lane they are on — well, such is life! If you hit them you stop dead, and thus loose valuable time.

Another problem encountered is concerning, whenever you hit the side of the track you slow down, losing time again, so it is wise to learn the steering techniques as soon as possible. I found that steering with the corner until you see a tree coming towards you and then steering away from the corner, which will line you up with the straight properly, is the best technique. But, other people have different theories.

The music that accompanies the game is very good and fits the mood of the game perfectly, though after a time, it could get a bit on your nerves.

The one gripe I have about the game is that if you crash off the road and on a corner, you take a disproportionately long time to start up again, this being a product of the slow initial acceleration of the car and the speed reduction due to being off the road. It can be the case that one crash under these circumstances can lose you the game.

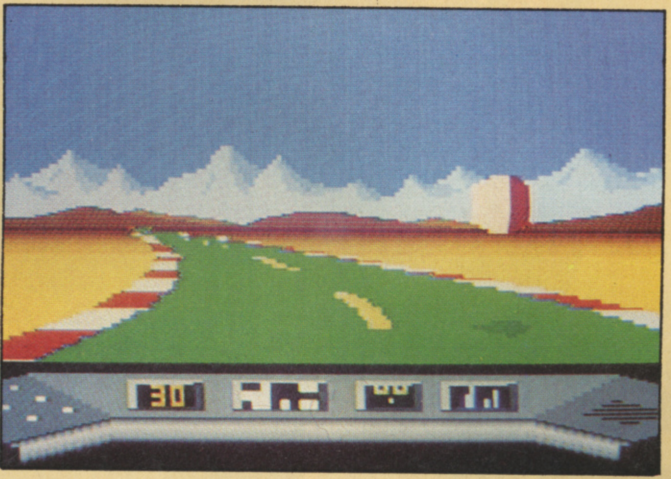
Despite this I still think that the game is brilliant. There is little competition, there being no score, and there isn't even any other cars on the road. The whole pleasure of the game is just playing it.

At £8.95 for the tape or £12.95 for the disk (well worth it, Electraglide is a very, very, very long program) it is good value for money, and one of the best Atari/Commodore games that I have seen for a long time — go out and buy it now.

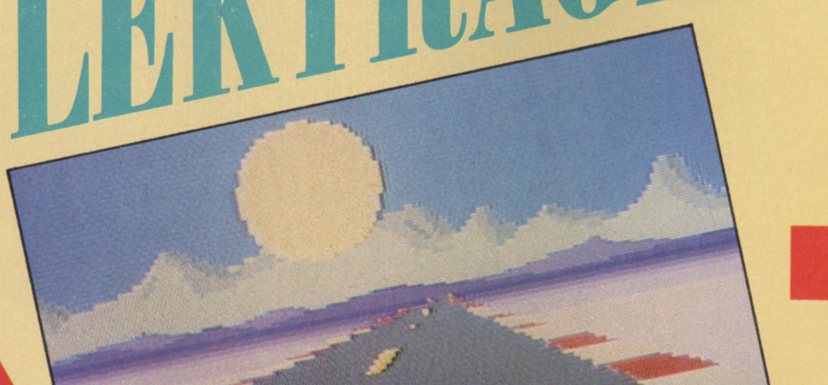
PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING
Supernova ☼



ELEKTRAGLIDE



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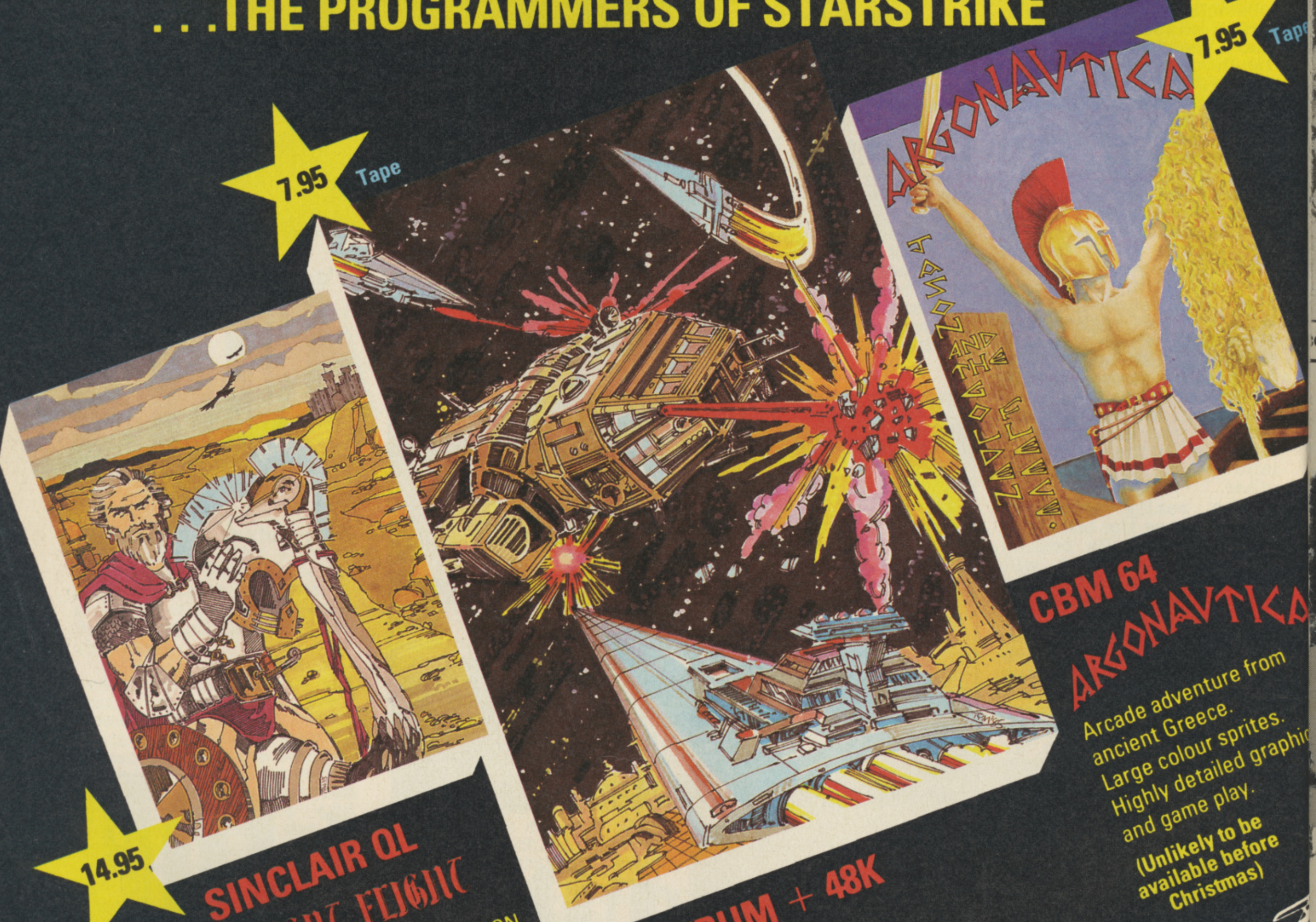
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ASSAULT ON AARGON

Game designed by Tony Hetherington and Gordon Hamlett.

Can five Aargonians stop the advance of an army of robots? You decide by playing our fantastic free game.

The Dome stood silent and empty. As Eecaan and his crew explored it's interior he found it hard to imagine it as it once used to be.

In a time before the Ty Jovis Caan lead the people to the sky cities the domes formed a defence ring around the old Aargonian cities. Each one could command terrifying laser towers and produce deadly defense droids. But now they lay in silence as the cities were left to Aargons mega sloths, lavasnakes and voles.

Eecaan now led just one of a hundred crews sent out by Aargons new leader, Py Ryt Wvern, to claim their planet and it's valuable resources. meanwhile Aargon's main fleet were explanding it's empire further into space.

No one even considered the possibility of an attack on Aargon but across the reaches of space came the deadly assault robots of the Darklord, Zaroc.

They landed in the foothills that lie before the desert as Eecaan found the secret panel that led to the caverns that burrow below the dome. In them is hidden the controls that will activate the ancient defences.

As the Aargonians celebrated their great discovery Zaroc's forces moved to attack. If they destroyed their great discovery Zaroc's forces moved to attack. If they destroyed the dome the rest of Aargon would quickly fall giving them an excellent base to attack the sky cities.

Is it possible for just 5 Aargonians to defeat an entire invasion force? Their only hope is to explore the caverns beneath the dome and just hope they can find the controls to activate the defenses in time. Armed only with stunguns they entered the caverns to face the unknown.

The Assault on Aargon had begun.

One player takes control of the attacking robot forces of Zaroc and attempts to storm the dome. The other, as Eecaan and four other Aargonians, must search the lost caverns under the dome to activate the ancient defenses — before it's too late.

To play Assault on Aargon you will need the poster and pieces from this transmission of Gamer and at least 1 six sided dice.

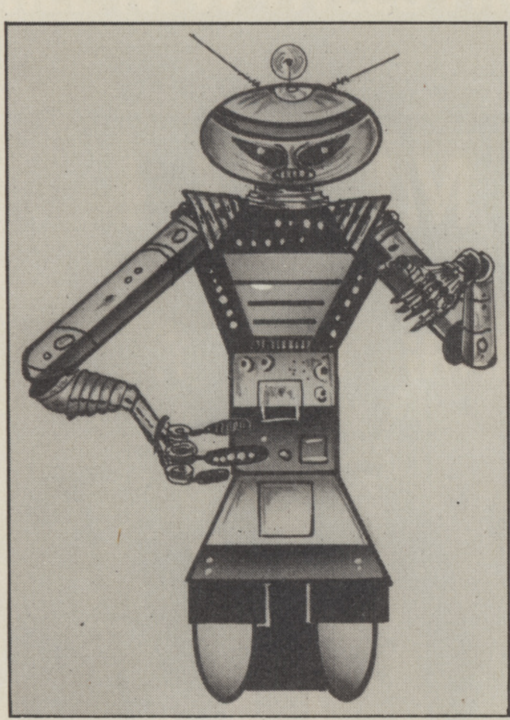
These dice can be raided from the families Monopoly set through the more you can get the better.

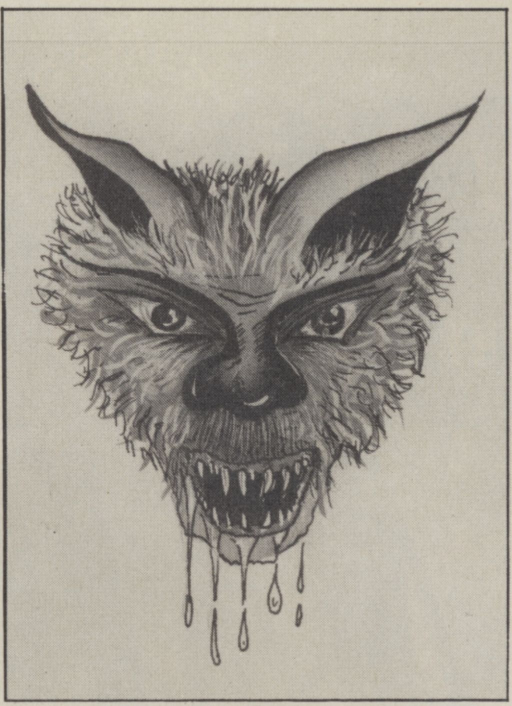
The poster shows part of the Aargonian landscape that lies around the Dome aswell as a cross-section through the lost caverns that lie beneath. Stretching ahead of the dome is the great desert plains which lead, on one side, to the volcanic area and on the other to swamps and marshes.

Before you start, you should carefully remove the two pages of game pieces from Gamer and stick them down firmly on card, for example an empty cereal packet. Then carefully cut out the counters, craters and factory shapes and you're ready to play Assault on Aargon.

The Playing Pieces

The pieces represent the opposing forces in the game that are described around the edge of the poster. Hence on the Aargonian side there are counters for Eecaan and his friends, defence droids (including some packed with explosives), Luminous-nosed lavasnakes, Acturian


Mach-1 Assault Robot


Cavern Critters

Megasloths as well as counters representing the weapon systems and hazards (blockages and cavern critters) that will be found in the caves. Similarly there are counters for each of the 5 types of assault robots and finally one for the deadly Sirus wind.

In addition there are cutouts to represent craters, and factories that are used to change the board as the game progresses.

Each counter has three numbers printed on it which represent its movement, attack dice and defence strength.

The **movement value** represents the number of squares that the counter can move in one turn. This can be in any direction except that it is impossible for any piece to leave the sides of the poster map or travel below ground. Counters travelling through craters do so at only one square per turn despite their movement value.

The **defence value** represents the strength of the attack that is needed to destroy the counter. Please note that stationary objects such as the dome, droid towers, remotes and factories all have defence values.

The **attack dice** is the number of six sided dice that are thrown when that unit is attacking. For example a M-4 assault robot throws 3 dice.

Lavasnakes and megasloths have in fact two numbers for each value. The higher numbers are their real values however they weaken if outside their natural habitat when you should use the lower numbers.

Setting Up

Before a game of Assault on Aargon begins it is necessary to follow these simple instructions.

1) Turn face down the 28 green cave counters and mix them up thoroughly before placing one of them in each of the caverns leaving the one immediately beneath the dome empty. This is the control room where the five Aargonians should now be placed.

2) The Zaroc player should now throw a dice and consult the **Invasion Table** to determine his initial force. These are then placed anywhere on the desert plateau. However as with any other surface forces only like counters can occupy the same square to a maximum of 5. For example 5 M-2 assault robots can share a square but not 4 M-2's and a M-1.

3) Finally the whirlwind counter is placed on its start position on the centre of the poster.

Playing the Game

Assault on Aargon is played in a series of turns that are split into sections as follows:

1) Robots move
2) Robots attack
3) Robots factorise
4) Cavern Critters
5) Aargonians explore cavern
6) Aargonian defences move
7) Aargonian defences attack
8) Aargonians activate new defences
9) Whirlwind moves.

This is repeated until one player has won the game.

The easiest way to learn how to play Assault on Aargon is to try it. Therefore we've listed each part of the turn in detail below so that you can find all you need to know as you play the game. We've also highlighted important keywords so that you can find the section you need easily.

1) Robots move

Zaroc begins the turn by moving any or all of his robots up to the maximum they're allowed. For example M-1's can move only 2 squares but M-2's and M-3's can move up to 3 squares.

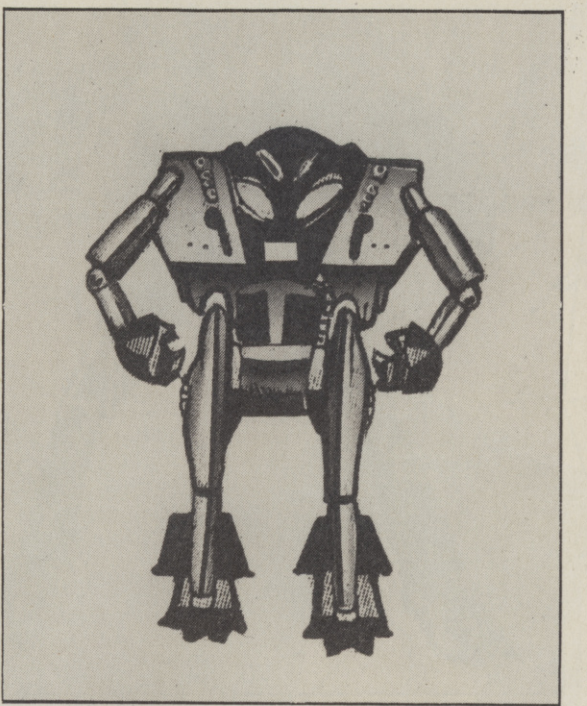
Remember that only like pieces can stack and you can't move onto the same square as an opposing piece.

2) Robots attack

Any robots in a square next to a droid, lavasnake or sloth or indeed a droid tower, activated remote or the dome itself can attack.

Any number of robots adjacent to the same object can combine in attack. To carry out the attack simply throw the number of dice indicated and add up the

nce Droids



M-4 Assault Robots

total. If this equals or exceeds the defence strength of the object then it is destroyed and removed from the game. If the dome (defence strength 40) is destroyed then the robots have won the game.

If an explosive droid is destroyed replace it with a crater placing the centre of the cut-out over the droid and removing any other counters that the cut-out now covers.

For further details about combat see the **combat examples.**

3) Robots factorise

Although intimidating the initial robot assault force probably won't be enough to storm the dome. However Zaroc's M-3 assault robots are highly sophisticated and have the ability to transform into factories that can produce other robots in later turns. These factories can initially produce 1 M-1 per turn however "factorising" can increase both the number of robots produced in a turn (its capacity) and the level of the robots produced. This process isn't without its risks and can push the factories ionic drive too far which would detonate destroying all around it.

To **transform a M-3 into a factory** simply replace it with a factory cut-out lining up the factories defence strength (20) with the M-3's counter leaving the production bay facing towards the dome. **Important**. Only M-3's that haven't moved or attacked this turn can transform into factories. Once they have transformed they can neither move or convert back to their original form.

An existing factory can **produce** other robots according to its capacity and level figures. For example a level one factory with a capacity of 1 can only produce 1 M-1 per turn whereas a level 4 factory with a capacity of 3 can produce an impressive force of 3 M-4's every turn. Either way the produced robots are placed on the production bay where they are moved off in the next turn.

If there aren't enough counters left to produce the robots you want then no production is allowed.

An **existing factory can attempt to improve its level and capacity by factorising.** As mentioned earlier, this is a risky process that may result in the destruction of the factory.

To find the result throw 2 dice and consult the factorising table.

Whatever the result the factory cannot produce this turn. Each factory undergoing this process is thrown for separately.

If the result is a "**—**" there is no improvement at all.

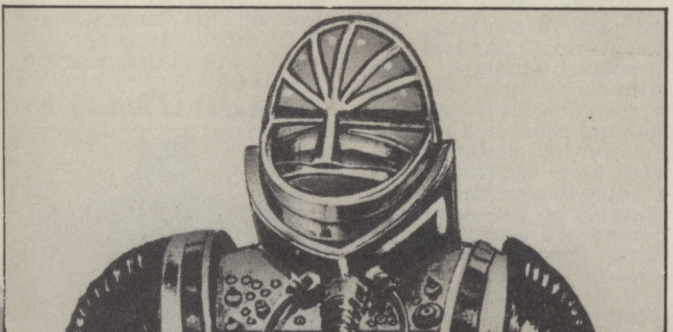
If the result is a "**L**" increase the factories level by one by using the appropriate counter. If the factories level is already 5 then a "L" result is the same as an explosion ("x" on the table).

If the result is a "**C**" then increase the factories capacity. If the capacity is already 5 then the "C" result is the same as an explosion ("x" on the table).

If the result is a "**x**" then the factory explodes and should be replaced by a crater lining up the centre of the crater cut-out with the defence square of the factory. Any counters under the crater are destroyed. If this partly covers another factory then a chain reaction is triggered and that factory is cratered as well. Be careful where you place your factories!

4) Cavern critters

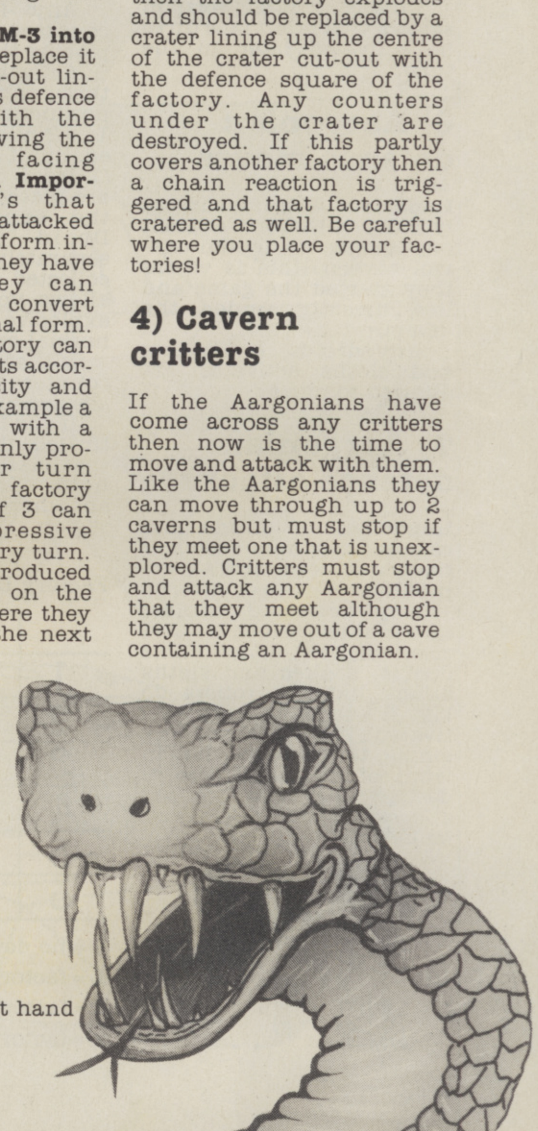
If the Aargonians have come across any critters then now is the time to move and attack with them. Like the Aargonians they can move through up to 2 caverns but must stop if they meet one that is unexplored. Critters must stop and attack any Aargonian that they meet although they may move out of a cave containing an Aargonian.



M-5 Assault Robots

Invasion Table	Lvl 1	Lvl 2	Lvl 3
1	7	10	1
2	11	5	3
3	5	5	5
4	3	6	5
5	5	8	3
6	15	7	1

The resulting forces can be placed anywhere in the desert foothills in the top left hand corner of the map.



5) Aargonians explore caverns

The Aargonians can move up to 2 caves per turn but must stop at an unexplored one or if they enter a cavern occupied by a critter. After all the Aargonians that have moved any unvailed counters are revealed.

If it is an **empty cavern** simply remove the counter.

If it is a **blockage** then the Aargonians attempt to remove it by throwing over the value with their attack dice. If they succeed the counter is removed. If they fail the blockage remains and they can try again next turn. Nothing can pass a blocked cavern.

If it's a **cavern critter** the Aargonians can attempt to kill it through normal combat.

If it's an **explosive** the counter is removed and can be used to convert a normal droid into an explosive droid.

If it's the **unstable explosive** this explodes killing everything in that cavern. The counter is then removed.

Finally, if it's a **weapon system** this is left face up to be activated later in the turn.

6) Aargonian defence moves

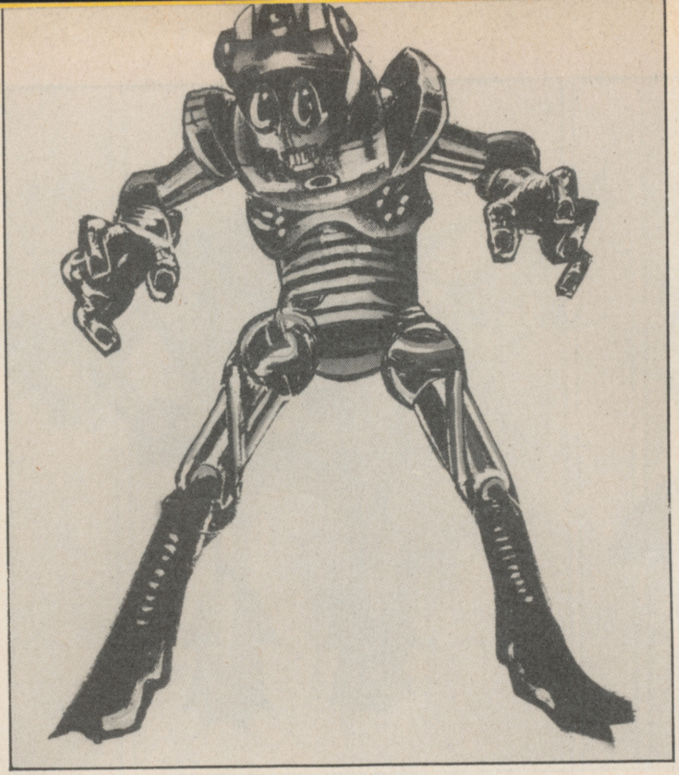
Important — droids can only move if there is at least one Aargonian in the control cavern (this is where they started the game and lies directly under the dome).

Any droids, lavasnakes and sloths activated are allowed to move.

7) Aargonian defence attacks

Important — droids and remotes can only attack if there is at least one Aargonian in the control cavern.

Any activated droids, lavasnakes, slothes and remotes can attack. The droids, snakes and sloths attack like the robots do but a remote, once activated, can attack any single target that lies in front of it with 5 dice to destroy. Remotes are not allowed to combine their attacks.



M-2 Assault Robots

8) Aargonians activate defences

Important — defence systems can only be activated if at least one Aargonian is in the control cavern.

Any face up weapon counters are activated by placing them in the dome.

Activated **droid towers** throw one dice for droid production. If the result is 1 or 2 no droids are produced. But if the result is 3 or 4 (1 droid) or 5 or 6 (2 droids) are placed on the board by the appropriate tower. Droid towers throw separately. Cashing in a collected explosive counter allows you to produce an explosive droid instead of a normal one.

If there aren't any droid counters left then no droids are produced.

If the **lavasnakes** are activated throw 2 dice and that many snakes come to help. These can start anywhere in the volcanic region.

If the **sloths** are activated then throw 1 dice to determine how many answer the call. These appear anywhere in the swamp region.

The Aargonian can detonate any of his **explosive droids** which are replaced by craters. Place the centre of the crater cutout over the droid counter. Anything under the crater is, of course, destoyed.

Sirus Whirlwind

The turn ends with the movement of the deadly wind. Two dice are thrown, 1 by each player, to decide the path of the wind. The Aargonian throws for direction which is determined by the compass which surrounds the winds starting position and Zaroc throws for distance. The wind is moved the number of squares accordingly. For example if the Aargonian throws a 3 and Zaroc a 4 then the wind moves towards the dome.

If it lands on or passes through a square containing a droid, snake, sloth or robot then those are lost. Explosive droids do not detonate.

If its path touches any part of a factory then it is destroyed. Unless it has developed in level and/or capacity than all production and development is lost but the basic factory survives. The wind has no effect on droid towers, remotes or the dome itself since these are built to withstand it.

The wind cannot leave the desert. If its movement would take it beyond this limit then it moves no further.

If Zaroc throws a 6 for distance then that move is carried out which is followed by another 2 throws for direction and distance.

This sequence is repeated until the game is won.

Factory Development Table

	1	2	3	4	5	6
1	X	O	C	L	L	L
2	O	X	O	C	L	L
3	C	O	X	O	C	L
4	L	C	O	X	O	C
5	L	L	C	O	X	O
6	C	L	L	C	O	X

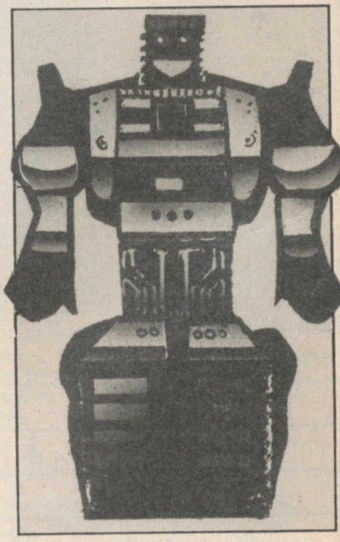
O = no development this turn.
L = factory level increased by one.
C = factory capacity increased by one.
x = factory explodes resulting in a crater.

Winning the game

The game is won by Zaroc if he can collect enough robots around the base of the dome to destroy it. The Aargonians will win if they prevent this.

To prevent the game dragging on after the result becomes a foregone conclusion Zaroc will also win if all the Aargonians in the caverns are killed. Similarly the Aargonian will win if it is possible for the robots to destroy the dome. This will happen if Zaroc has lost all his factories and M-3 robots and has less than 7 attack dice worth of robots left.

M-3 Assault Robots



Next month

We will expand Assault on Aargon by printing the details of two new races plus tables to allow you to play the game solo.

Good luck.

adventure for commodore 64 and spectrum 48k

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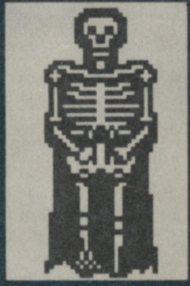

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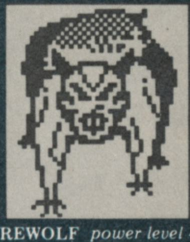

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LET NOT THE RED CLUPEA HARANGUE US TURN US
FROM WHAT SEEMS TREMENDOUS AND THUS TO
ZOBS GREAT TREASURE SEND US.

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Activate left remote
Activate Mega-sloths
Activate Lava-snakes
Unstable Explosive
Explosive
Explosive
Explosive
Explosive
Explosive
Cavern critter 10
Cavern critter 5
Cavern critter 4

Cavern Critter 3
Cavern critter 3
Blockage 9
Blockage 5
Blockage 5
Blockage 3
Blockage 3
Blockage 2
Argonian 13
Argonian 13
Argonian 14
Argonian 15
Eecaan 27

Assault Robot counters.
Mach-1 Assault Robots.

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Mach-3 Assault Robots.

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Mach-5 Assault Robots.

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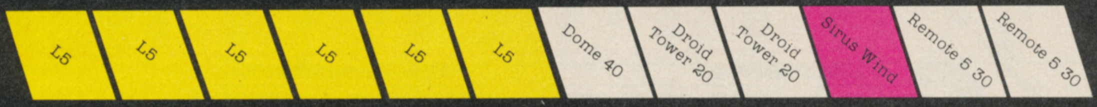
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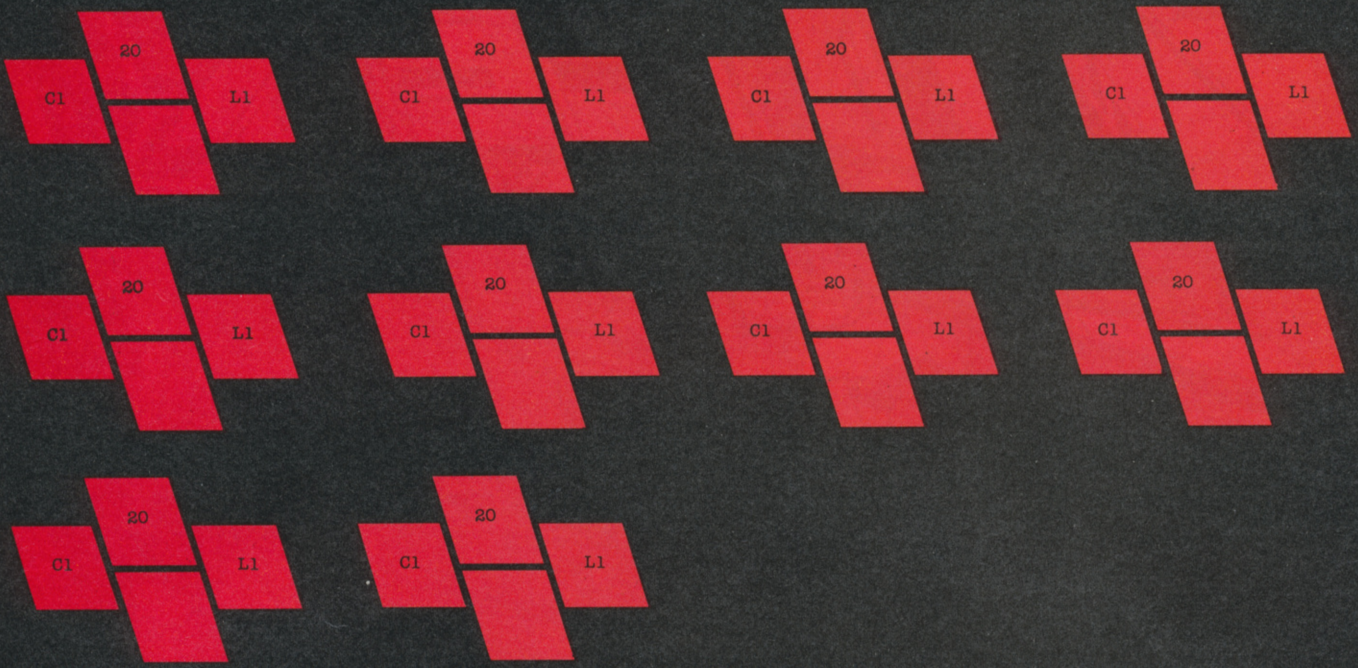
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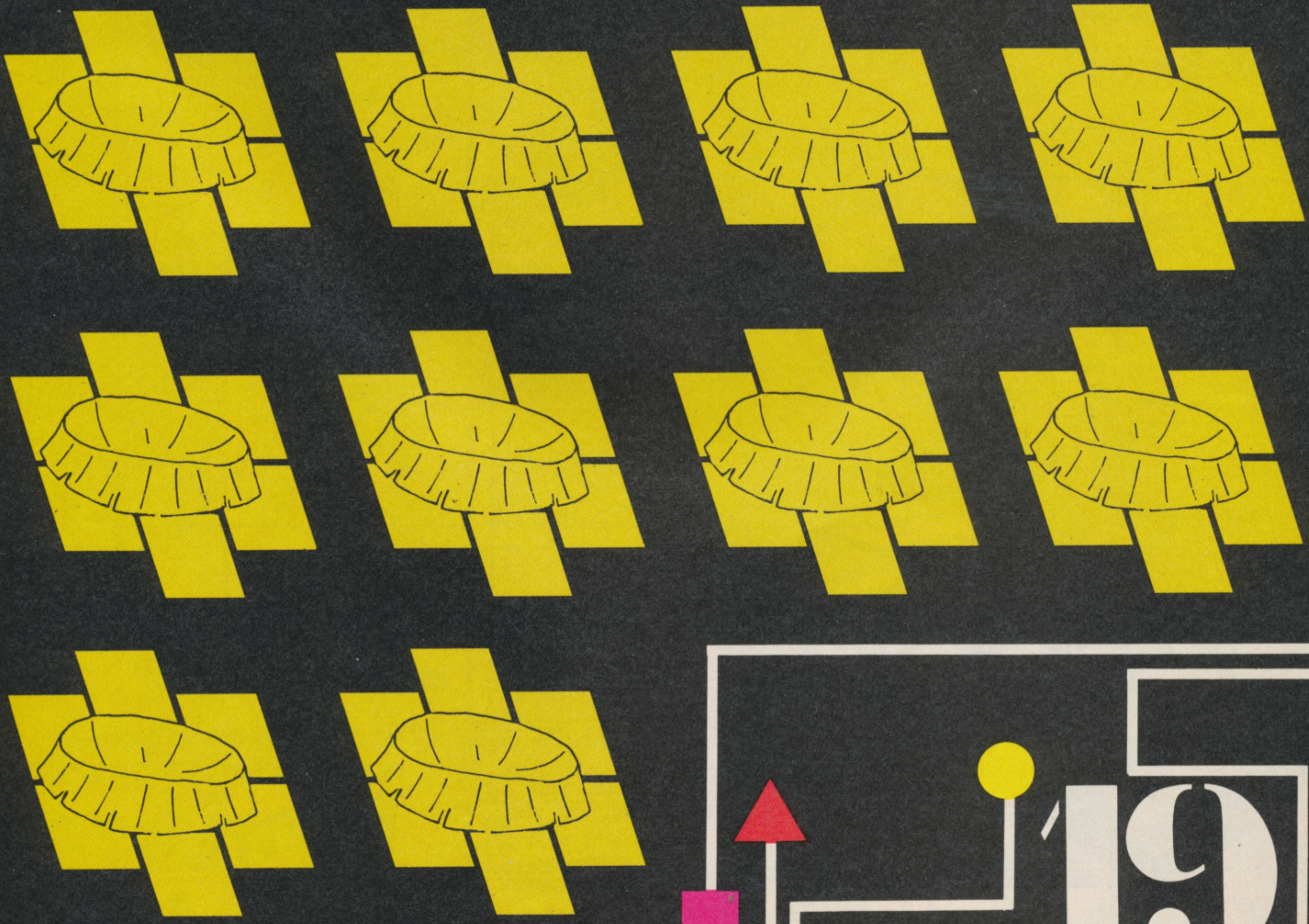

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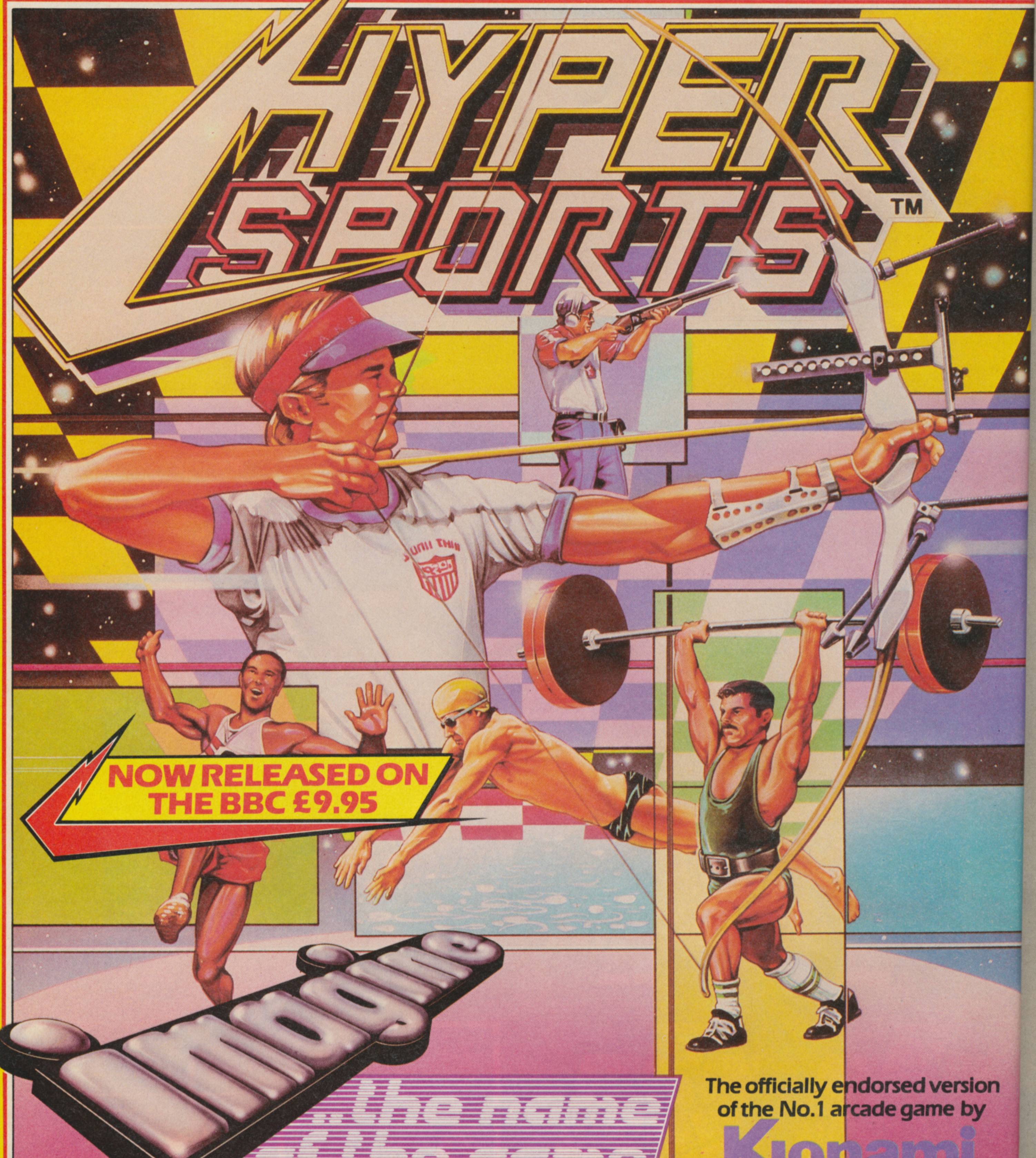
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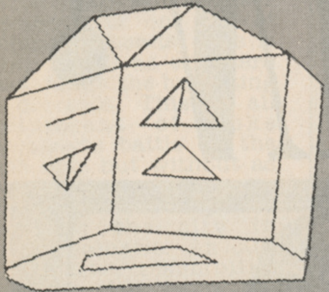
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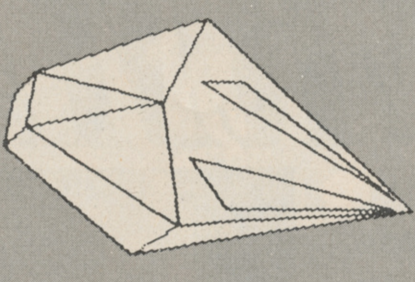
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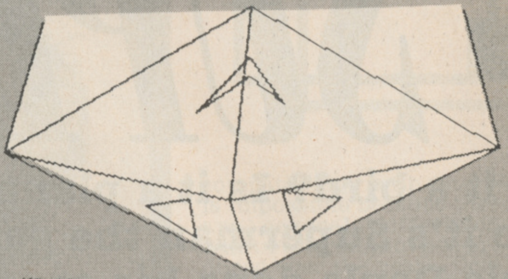

KRAIT

Elite, the ultimate space, war, simulation, etc game ever created. In fact it can be all things to all people.

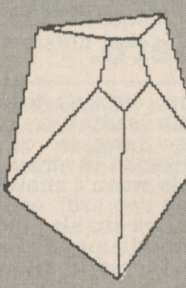
Have you ever lusted after your own copy of the game?, not been able to afford the £12+?, your machine not catered for? Well now courtesy of Computer Gamer and Firebird you can win a copy of Elite for your machine. Versions on offer are the Commodore tape and disk, ZX Spectrum, and the soon to be released Amstrad, Einstein, and MSX versions. 20 copies of this wonderful game are on offer, and to win all you have to do is to join the dots.

On the competition coupon is an un-numbered join-the-dots puzzle of an Elite battle. In Elite all the ships are drawn using 3D vector graphics. This means that the ships are all made out of straight lines. So you must use your skill and judgement to draw the ships correctly. Because I am kind and thoughtful we have provided pictures of some of the ships that are featured in Elite, so you know what to look for. More than one of these ships/missiles/rocks will be featured, but I'm sure that you'll manage. When you have done this you should fill out the entry form correctly, pop it in an envelope, and send it to this address:

Computer Gamer Elite Competition, 1 Golden Square, London W1R 3AB.

And write on the back of the envelope the names of the ships that you have drawn.

Good Luck!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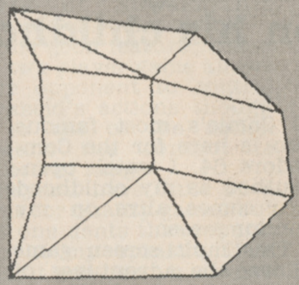
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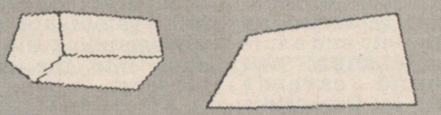
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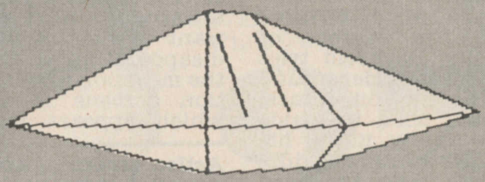
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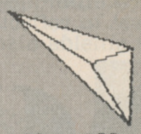
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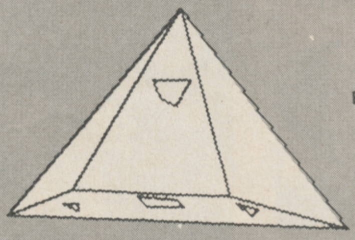
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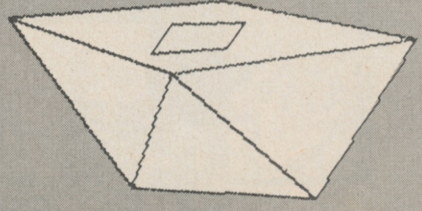
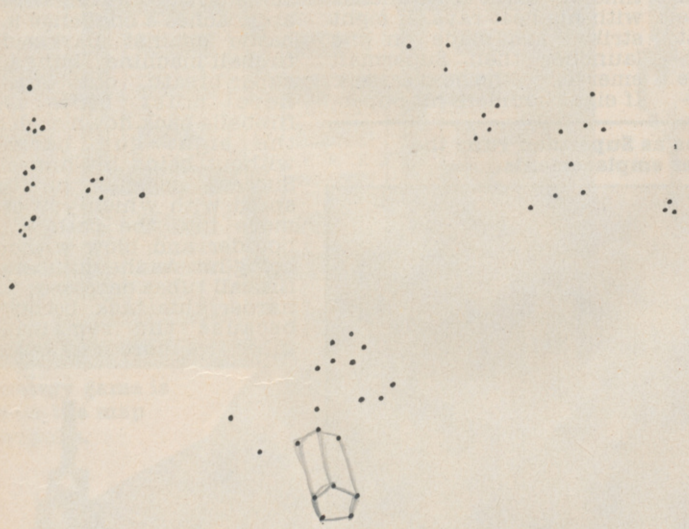

SIDEWINDER



Send To: Computer Gamer Elite Competition, 1 Golden Square, London W1R3AB.

Name: ....

Address: ....

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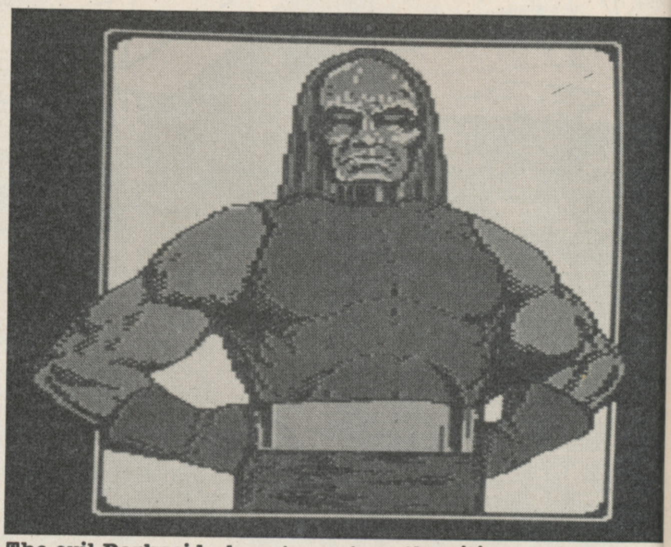
Tel: .... Age: ....

Machine: C64,Spec,Amstrad,Einstein,MSX
(Tick one)

SUPERMAN

Is it a bird? Is it a plane? No it's Superman the game. Eric Doyle dons his cape to investigate the game based on his childhood hero.



The evil Darkseid plans to capture the citizens of Metropolis.

DC Comic's most famous hero is here for the Commodore 64. I watch open-mouthed as my childhood hero comes alive on my monitor screen.

This multi-screen game follows the adventures of Superman as he battles to save the citizens of Metropolis from the evil clutches of Darkseid and his powerful Omega Beam. Three screens represent the streets of the city and a further three show the underground caverns which lead to Darkseid's dungeon. In addition to this, another five screens are reserved for special action games.

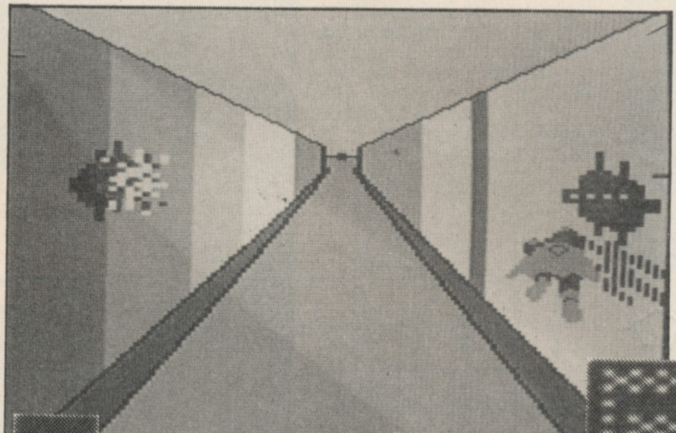
As the good citizens wander the streets of Metropolis, Darkseid tries to force them underground into his dungeon mines. Superman tries to guide them to safety using his heat vision whilst avoiding Darkseid's ray. Arranged at street corners and junctions around the city are deflector shields which may be set to reflect either ray. The shields also serve to divert citizens towards the exits leading to safety or the dangers of the subterranean caverns.

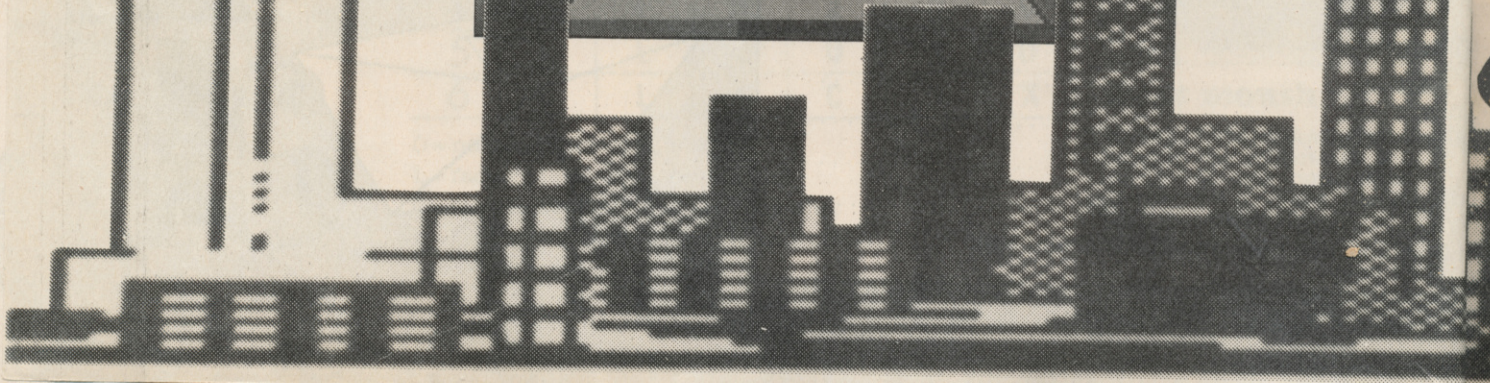
If this wasn't enough to keep the two arch enemies busy, there are also dimensionisers (diamond shapes) to be gathered to allow entry to adjoining scenes. To pass from one scene to the next means suffering the delights of the action screens. Compared to the first part of the game, these mini games are relatively undemanding and the game slips into the realms of boredom.

After battling with Darkseid to clear an area of citizens and then fighting to gain enough dimensioniers to allow you to exit towards the next area you want to visit, it is a little disappointing to find that the most boring of the inaction screens is the one which appears most frequently. This one leads to the caverns and the passengeway is guarded by a kryptonite launcher. As Superman is guided through the tunnel he must avoid the hail of green boulders and, at the same time, try to hit the launcher with his heat rays. If eight strikes are made on the launcher then Superman emerges on the next screen. If eight boulders hit Superman then he re-emerges on the screen which he was trying to get away from and he must battle against Darkseid and the Omega Ray for dimensioniser superiority once more.

Of the other action screens, the only one which approaches a challenge is a battle against Darkseid's fireball machine. Using his super-breath, our Superhero must blow the fireballs back down each of the eight gun barrels without being hit himself. Success depends on the speed with which you can move into the path of a boulder and blow without being hit. As the number of fireball tubes decreases the harder this task becomes because the remaining tubes fire more frequently.

Action screen — 3D actions as Superman runs the gauntlet of Darkseid's laser emplacements.



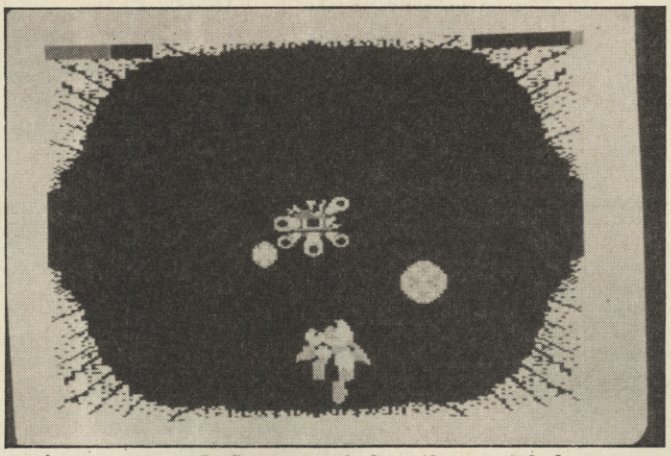


Super graphics are used in the screen where Superman must run the gauntlet against Darkseid's laser emplacements on one of Metropolis' streets. This is shown in 3D as our hero flies through the buffetting air currents. This is all reminiscent of Luke Skywalker's battle on the Death Star but without as much excitement.

Darkseid's Destroyer is menacing the city in another scenario. As outsize bombs resembling beachballs fall from the craft, Superman has to punch them out of existence to prevent the destruction of Metropolis.

The final screen is set in one of the cavern passages where Darkseid is chasing Superman. Unbeknown to Darkseid, the super hero has set a few traps for the evil one and as Superman flies along dodging Darkseid's shots he triggers either a force-field or an avalanche of radioactive boulders.

Although the graphics are very good, the complexity of the gameplay often leaves a lot to be desired. After a while I found the action screens to be intrusive and wished that movement between the streets of Metropolis and the caverns was decided by chance instead of the repetitious nuisance screens. Maybe if more programming had gone into the six main screens adding extra problems the game would have appealed to me more but this is mere conjecture. As it stands the game is not as super as its title would have you believe and it has the feel of a C16 conversion which does not make full use of the C64's extra power.



Action screen — Is Superman's breath a match for Darkseid's fireball machine?

This last point is not surprising because the game is a C16 game and it will also be the Spectrum, Atari and Amstrad versions. In an effort to standardise the games the programmers have been told to work to the lowest common denominator — the C16. This obviously holds back what can be down with the game and it therefore leaves a lot to be desired. I must say that if it looks as good on the C16 then it rates as one of the best looking games that I've seen (for the C16!).

Trying the game on the C128 revealed one of the problems of this machine's C64 'compatability'. True compatability with the 64 is impossible because there are several differences within the range of 64s produced over the years. Occasionally a piece of software shows these differences and in this case the blue parts of Superman's costume were not visible.

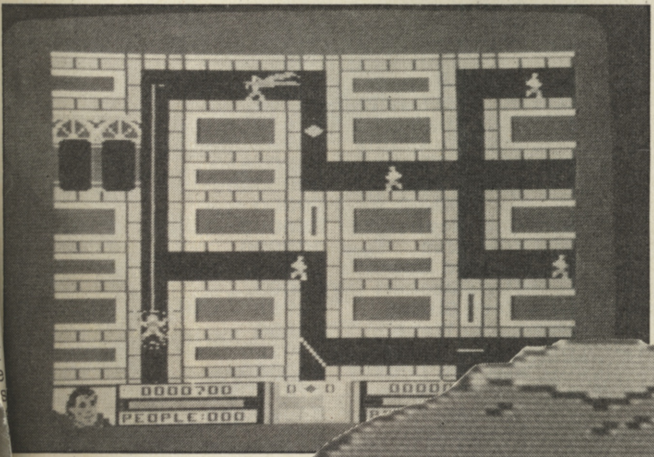
One good feature is that the two player game allows your opponent to control Darkseid's actions though in m ost of the action screens the control is limited in range.

Beyond have built up a name for quality games but this one dents that reputation in my opinion. If it sells, it will be on a wave of hype surrouding the Superman name in the same way as another rather dull game, based on a ghost film, sold on the strength of excellent voice synthesis.

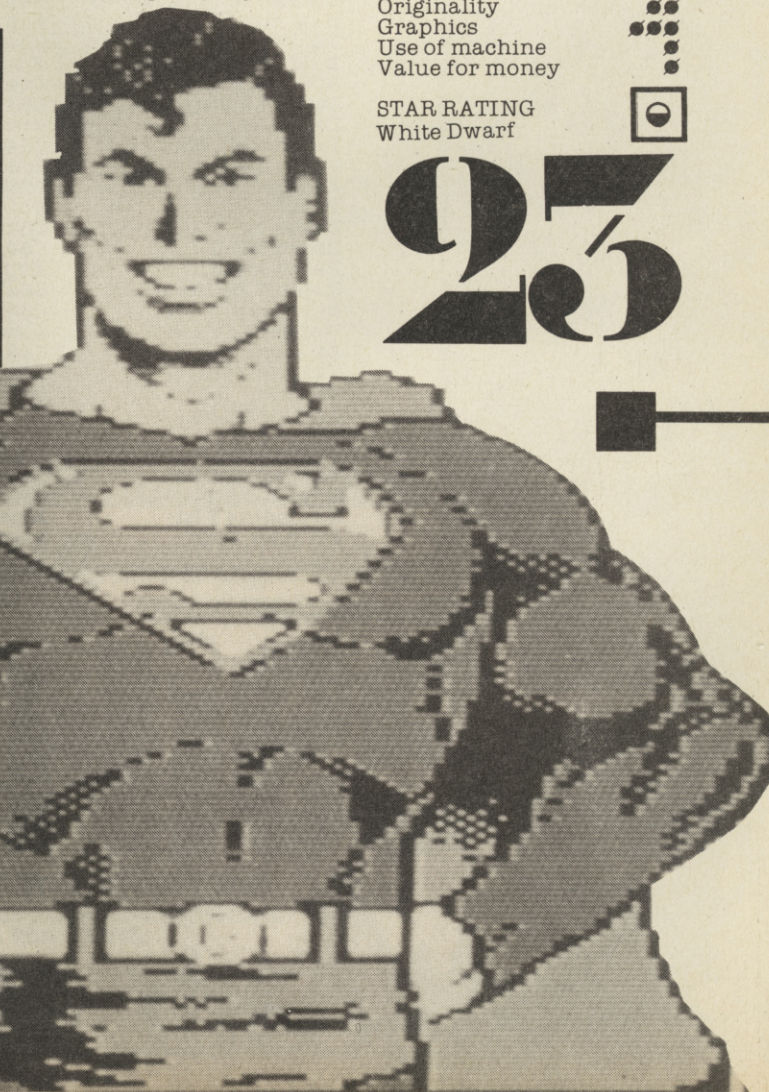
PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●
Value for money	●

STAR RATING
White Dwarf ◉



he strategy game is layed on the map f Metropolis.



Computer GAMER

HI-SCORE

All entries to our on-going hi-score competition should be on the correct form and only one entry per person per form. All entries should be witnessed and forms must be filled in correctly.

All entries, as usual, to:

Computer Gamer
Hi-Scores
Argus Specialist
Publications
1 Golden Square
London W1R 3AB

Good luck . . .

HI-SCORE COMPETITION CHART

Game	System	Scorer	Score
Action Biker	C64	Chris Wright	22496
Snapper	BBC	Mark Simon	172000
Chuckie Egg	Spectrum	Ian Harrison	3021010
Chuckie Egg	Electron	Mark Simon	457000
Chuckie Egg	BBC	David Sayer	237180
Knight Lore	Spectrum	A Parkinson	98%
Decathlon (Ocean)	C64	Stuart Pimblett	181786
Decathlon (Ocean)	Spectrum	Ian Harrison	701215
Decathlon (Ocean)	Amstrad	Colin Adams	1034660
Decathlon (Microsoft)	IBM PC	Dave Rendle	8765
Hypersports	Spectrum	Stuart Marston	113041
Confusion	Amstrad	Simon Green	47500
Pole Position	Atari	Dom Anderson	136650
Pole Position	Spectrum	Graham Divine	63550
Pole Position	C64	Noel Reynolds	121480
Pole Position	BBC	Gerard Kearney	111450
Elite	BBC	D Codrington	13437772Cr(Elite)
Ghostbusters	C64	P Harkins	$999900
Cyclone	Spectrum	A Parkinson	62020
Seaside Special	C64	Mark Watkins	2362000
Bruce Lee	Spectrum	Sam Swift	6000000
Bruce Lee	C64	Keith Nicholson	1185650
Dropzone	Atari	James O'Neill	1016480
Donkey Kong	Atari	Mark Watkins	97260
Spy Hunter	Spectrum	Martin O'Neill	1685250
Spy Hunter	C64	Chris Beckett	202625
Jet Pac	Spectrum	Chris West	1231670
Pitfall II	C64	Martin Dennett	177788
Decathlon (Activision)	C64	Phill Goodridge	11784
Raid Over Moscow	C64	P Ford	172800
Raid Over Moscow	Spectrum	Mark Henley	279950
Raid Over Moscow	Amstrad	Mike Roberts	344600
BC's Quest for Tyres	C64	David Jolley	8455
Staff of Karnath	C64	Kevin Mundow	7.22
Defender	Atari	Michael Davies	527950
Impossible Mission	C64	P Harkins	31445
Xcel	Spectrum	Graham Divine	88% (5 planets)
Zalaga	BBC	Paul O'Malley	15007810
Frak!	BBC	Paul O'Malley	20000200
Frak!	C64	Gary Hodgkiss	99500
Beach Head	C64	Noel Reynolds	866000
Beach Head	BBC	John Yeo	105000
Super Pipeline II	C64	Richard Haworth	138510
Blue Max	C64	Chris Beckett	16000
Hopper	Electron	Mark Simon	14722
Zaxxon	C64	David Webb	63250
Zaxxon	Atari	Simon Jones	199130
Defender	Atari	Stephen Lousey	142000
3D Starstrike	Spectrum	Ian Harrison	47237010
Sabre Wulf	BBC	A Maskery	310450
Sabre Wulf	Spectrum	M Barrick	99%
Exploding Fist	C64	S Johanessen	214000
Exploding Fist	Spectrum	Dave Howes	115800
Exploding Fist	Amstrad	Sean Brady	32600
Jet Boot Jack	Atari	Hakan Akbas	3660

Send to: Hi-Score, Computer Gamer, 1 Golden Square, London W1R 3AB

Full Name . . . .

Address . . . .

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Telephone . . . .

Age . . . .

Game . . . .

Score . . . .

Machine . . . .

Comments . . . .

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Witness . . . .

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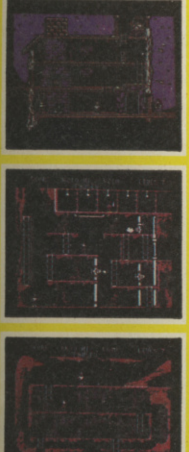

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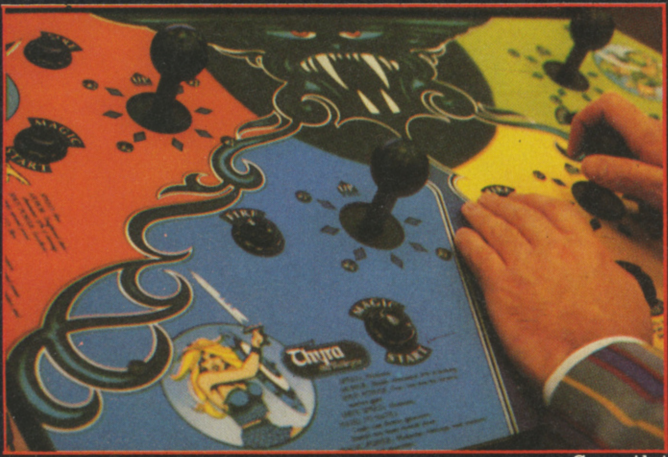
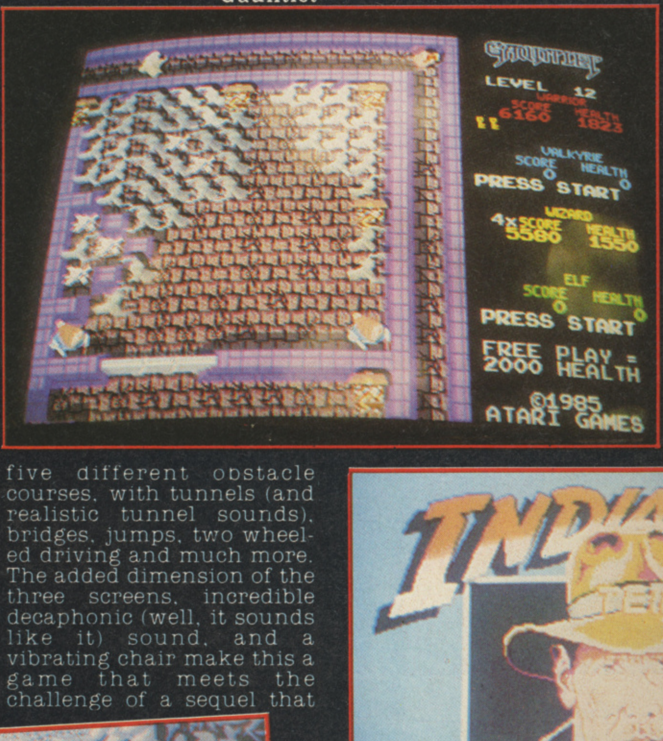
COIN-OP CONNECTION

What will happen next year in the Arcades? Mike Roberts and Eric '35mm' Doyle went to the Associated Leisure Preview 86 show to find out.



Gauntlet



The Preview 86 show is all about what is going to be happening in the next year. The exhibitors are all dealers, distributors, operators, and manufacturers of Coin-Op games.

On show were games that are out for Christmas and some that are planned for next year. One planned for introduction in mid 1986 is Street Fighter II from Konami. This is a fantastic sequel to the successful Street Fighter game. The game is a three dimensional racing game in the style of Pole Position, but the quality of graphics and gameplay are in excess of anything that I have seen for a long time, only TX-1 gets any better, and that has a slight hardware advantage!

Thinking of TX-1, another game is coming based on the same frame and three screen format. Called Buggy Boy, the game is by Tatsumi and puts you behind the wheel of a dune buggy going through one of five different obstacle courses, with tunnels (and realistic tunnel sounds), bridges, jumps, two wheeled driving and much more. The added dimension of the three screens, incredible decaphonic (well, it sounds like it) sound, and a vibrating chair make this a game that meets the challenge of a sequel that TX-1 left.

A couple of new games are on their way from the giant of coin-op games — Atari. Indiana Jones' Temple of Doom is very similar to the ladders and walkways type of game found on the little machines that you plug into your telly, but the graphics and action are that much better.

The gameplay is not very complex and the problems are easy to solve, what makes up for this is the animation and graphics.

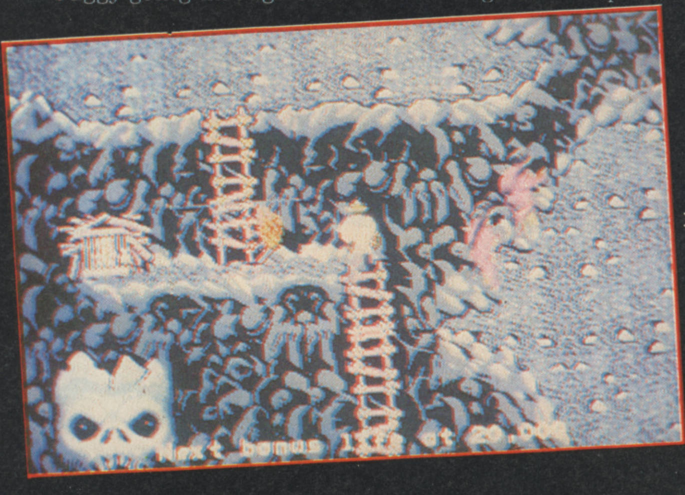
The next new Atari game is called Gauntlet, and is a dungeons and dragons game in the full sense of the word.

Up to four players can play simultaneously on a very large controller board, they each control a character, who has various attributes, strengths, and weaknesses. The options are a warrior, wizard, elf and a valkyrie. The graphics are a plan view of dungeon full of all sorts of nasties that you can hack and chop up to your heart's desire (if you are a warrior that is). An incredibly enjoyable game that brings some whole new concepts into the video arena.

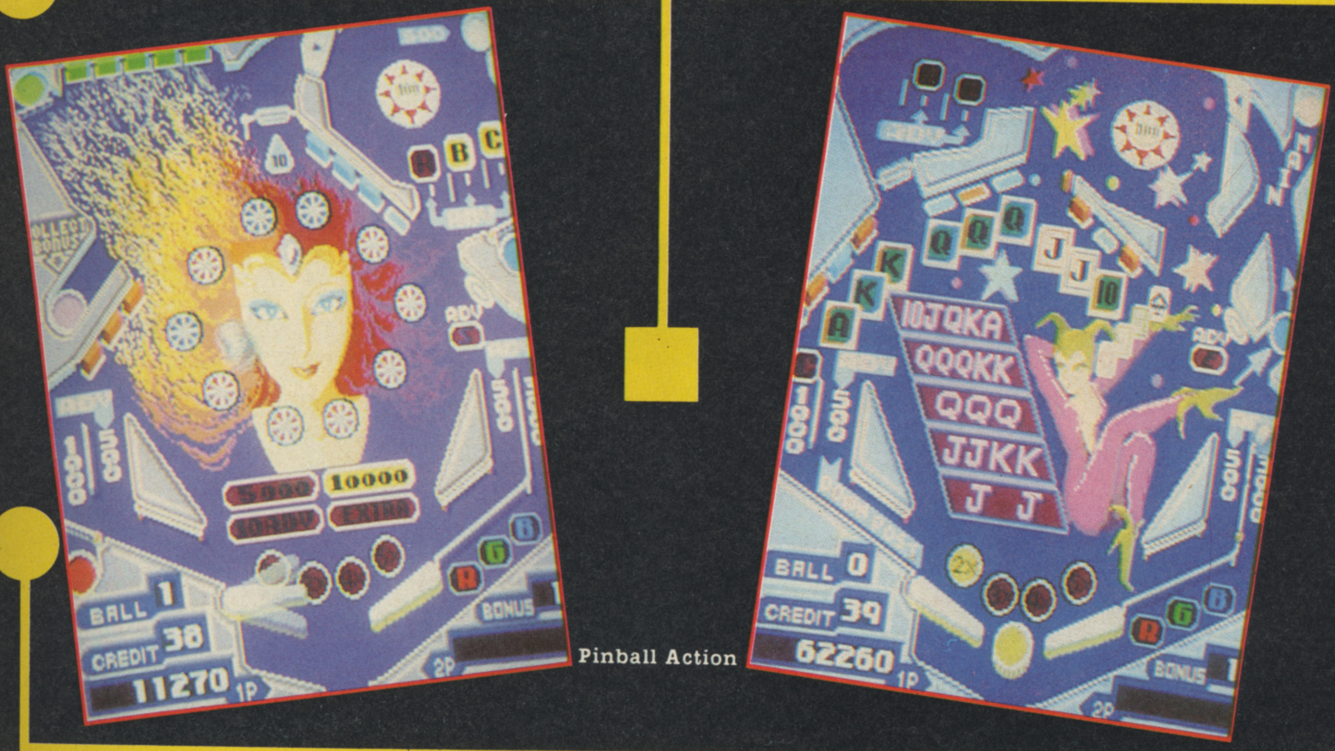
Pinball Construction Set eat your heart out! Pinball Action from Tehkan is THE best video pinball game that I have ever seen. You start off in the base field and then knocking down markers can give you access to one of the other three play fields. All the 'tables' are very playable and have a level of realism that is higher than anything that I have seen in the computer field.

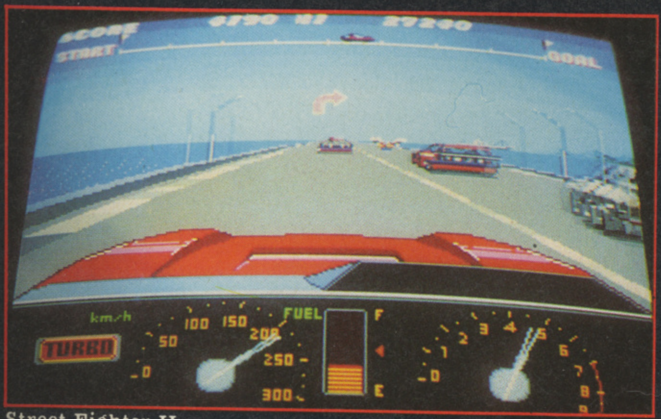
Computer games mimick arcade games, but occasionally it goes the other way. Broderbund's Choplifter has been a hot on a lot of machines since it's original conception on the Apple some 3/4 years ago. Now Sega have released a new updated version that is simply stunning. The Apple/Atari/Commodore 'crude' graphics have been replaced by everything that a 68010 processor and 1Mb can provide, sound is excellent and there is built in speech synthesis. The little men say thank-you for be-

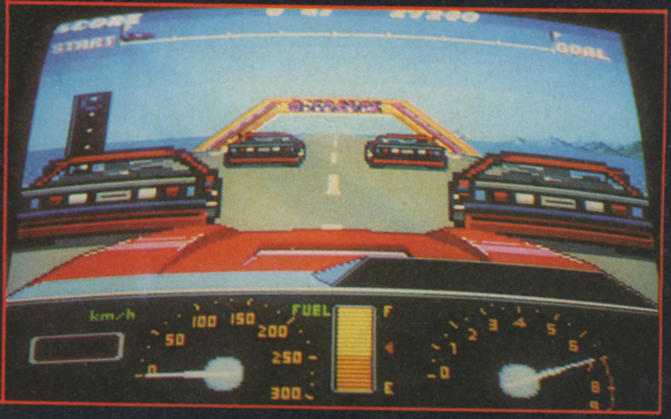
INDIANA JONES
and the
TEMPLE OF DOOM
CREDITS:2

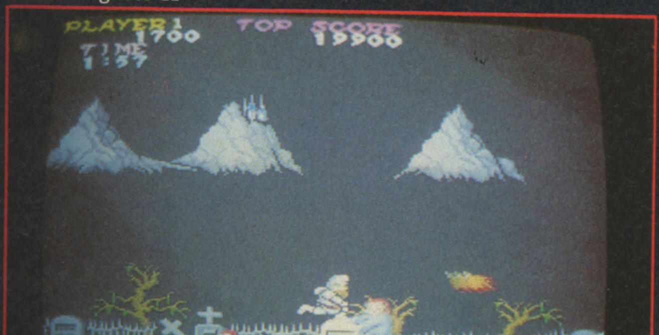


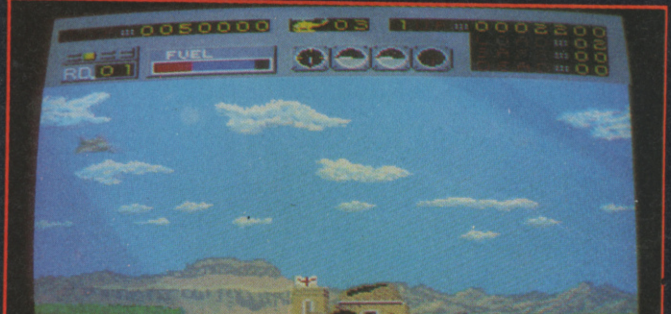
Indiana Jones


Pinball Action


Street Fighter II




Ghouls and Goblins


Choplifter

ing picked up, and give out horrid screams when you shoot them or land on them! And when you lose, an evil laugh results.

There was also a plethoria of Trivia games, a lot of them, refreshingly, from British manufacturers. These games are currently very popular and the trend for more and more of them in continuing.

Ghouls and Goblins has made a tentative entry into pubs and clubs, but seems rare in arcades at the moment. From the number of machines at the show, this should change throughout the early part of 1986.

The main theme through the show was a trend towards the more realistic simulation type of game with Hang On and Buggy Boy, fantasy with Ghouls and Goblins and Gauntlet, and game related games like the trivia series and pinball.

Another theme that ran through the show was the current standard of the hardware that the machines use. The mid-range convertible machines like Indiana Jones, Paperboy and Marble Madness — all of which use the same hardware have about the same specification as the new Commodore Amiga — and most people have some experience of the abilities of this machine. 68000 16 bit processors are the norm, and 1/2 megabytes of memory is also quite common. Indeed we are looking at the future of computer games.

I'd like to thank Joyland distributing, Free Enterprise Ltd, Konami, and Dieth Leisure for their help in this article.

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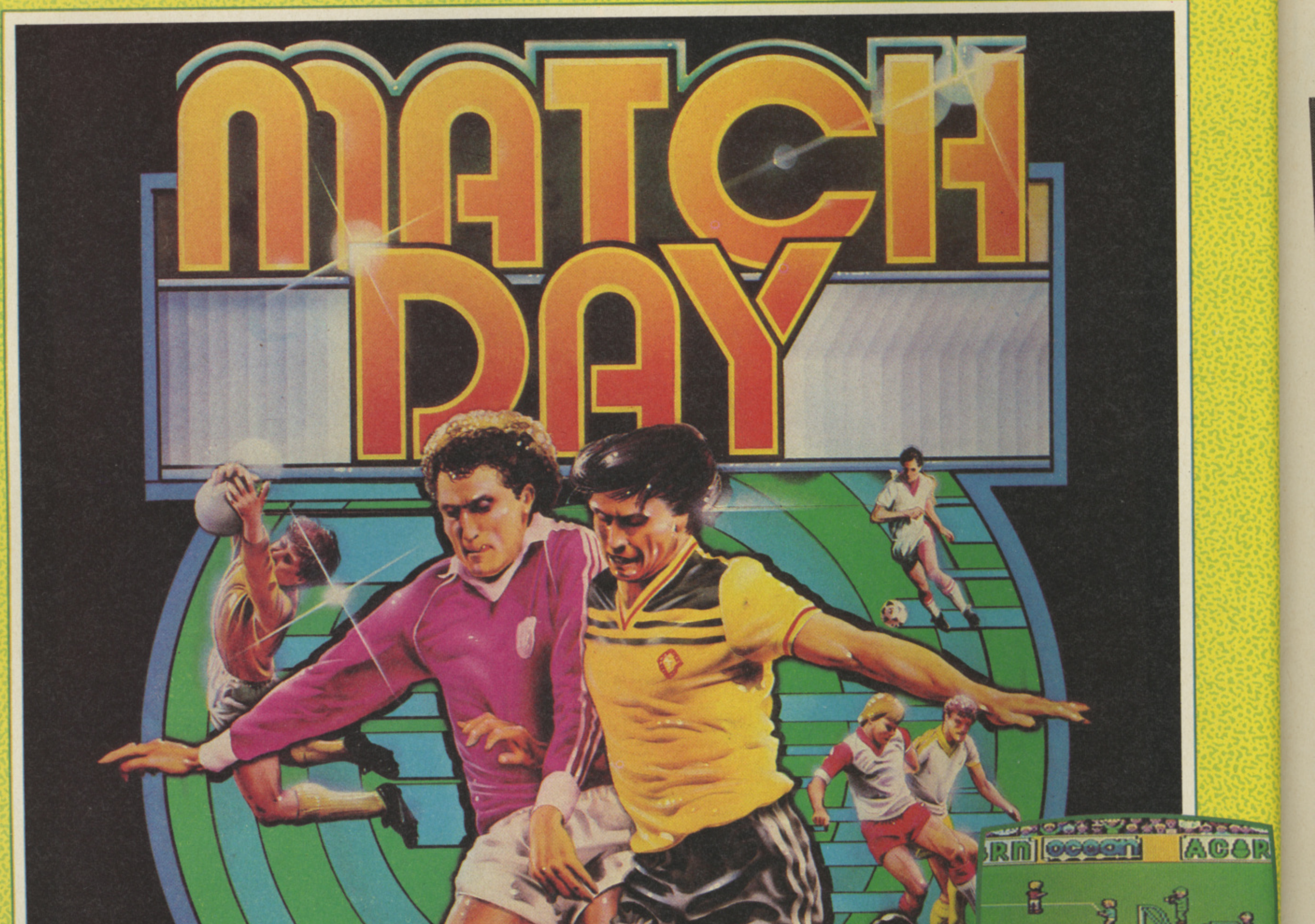

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PLANETFALL
INFOCOM

You could win the adventure prize of a lifetime by entering our "design a trap" competition.

Softsel and Gamer have teamed up to bring you the adventure prize of a lifetime — a pack of Infocom adventures.

The pack consists of the five Infocom Classics that have been reduced by Softsel as a special offer for Christmas. You could win all five games by entering our easy to enter competition.

The Games

The five games that form the prize are Zork 1, Deadline, Planetfall, Seastalker and the Hitchhikers Guide to the Galaxy. In them you will have to explore the great underground empire in search of twenty treasures, solve a baffling murder case, survive a crash on an alien planet, save an underwater dome from attack from a sea monster and discover the meaning of life the universe and everything.

All Infocom adventures feature fiendish puzzles, superb text descriptions and incredible packaging. For example the Deadline box not only includes the game disk and instructions but also a coroners report, transcrips of interviews with the suspects and even a sample of the tablets that killed the victim.

How To Enter

All we want you to do to enter the competition that could win you month's of adventuring is to devise a trap. Bear in mind that the best traps don't necessarily kill the victim but instead strip them thier hard earned treasure.

Your trap can be anything from a room full of pits and spikes to a powerful creature or monster that won't let you pass unless you answer a riddle.

Then jot down the details along with any supporting material that you feel necessary on a piece of paper and send it along with the coupon below to: **Computer Gamer (Infocom) Competition, No. 1 Golden Square, London W1R 3AB.**

Please remember that the pack of Infocom Classics are only available in disk format but for the following machines — C64, Atari, IBM, Macintosh, Apple II and the Amstrad CP/M.

Entries should arrive by January 21st.

SEASTALKER
DIVE DEEP INTO DANGER.

Computer Gamer (Infocom) Competition, No. 1 Golden Square, London W1R3.

I enclose a description of my fiendishly evil trap.

Name .... Age ....

Address ....

....

....

I own a disk based C64/Atari/Mac/Apple/Amstrad CP/M (delete as applicable).

ABBEY OF SATANIC EVIL

By Gordon Hamlett

Welcome to another Heroic Warrior adventure. All you need to play is paper, pencil and dice. Turn to the appropriate paragraphs as directed. Combat is very simply resolved. Every character has two assigned values. A strength rating (SR) and some life points (LP). Roll one die and add the result to your current SR. Do the same for your opponent and compare scores. The lower score loses and that person must subtract two LPs from his total. Combat continues until one person's LP total reaches zero. Your character starts with an SR/LP of 8/20.

The battle has been going badly for your side and it looks as though you will have to surrender when a thick fog comes down on the moor and throws everything into a state of confusion. Unfortunately, you lose contact with your regiment and wander off over the moors, hopelessly lost.

After stumbling around for many hours, a huge black wall looms up in front of you. No longer caring whether it belongs to friend or foe, you walk round it searching for an entrance. The only one you find in what appears to be a huge square structure is a small gate which opens easily.

Inside, the building appears to be an abbey or monastery with cloisters and arches etc. As there seems to be no-one about, you wander round and find the refectory which is laid out with a meal for some thirty people. Falling hungrily on the food, you eat your fill. Moving into the dormitory, you lie down on the first mattress there and very soon are in a deep dreamless sleep. Goto 28.

1. You are in the ossuary. Chambers lead off in all directions. Among the bones, you find an old dagger.
To go N — 39
To go S — 49
To go E — 52
To go W — 23

2. As you look around you, you see that a lot of the sights of last night were illusory. Your bed was a pile of flea ridden straw and your armour and sword are missing. The only feature that appears to be the same is the high wall but as you wander round it, you notice that the gate has vanished. The wall is unclimable. You return to the dormitory. Cloisters lead off north an south.
To go N — 19
To go S — 47

THE TROLLS TAVERN

Simon Martin Clarke concludes the two part introduction to fantasy roleplaying games.

Last month I gave an overall picture of what is involved in an FRP (Fantasy Role Playing) game — what they are, how they originated, and how to play them.

This month, we shall be looking at some of the more popular games available, and also at a few of the roleplaying aids that are available.

What's in a box?

Rushing home from your local hobby shop, with your new FRP game under your arm, you would be forgiven for being somewhat disappointed with what you find inside.

Opening the box will reveal a couple of leaflets, a few booklets, and some funny-looking dice. Not much you may think for the £10-15 you probably paid for it, but all the essential elements are there for a totally enthralling FRP game. A basic FRP set will probably contain at least the following:

A History booklet — containing some indepth history of the land in which you shall be venturing, along with some background information on the quest you are to undertake.

A GM booklet — containing the various hit tables, environmental details, monster attributes, etc. This book will be consulted by the Game Master throughout the game, enabling him to create a structured and consistent adventure.

Maps and diagrams — of the area the FRP will be staged. This could be a map of a mystical land; street maps; spaceship deck plans; or a thousand other things.

Player sheets — these sheets, of which you will probably need to run off photocopies for use in future games, are used by the players to keep details of their characters attributes, along with details of treasures held, wounds suffered, etc etc.

Dice — these will probably not be six-sided dice, but have any number of sides (eight and twelve being the most popular). These dice will be used throughout the game, in order to introduce luck into various situations, as well as being used to find the outcome of battles, etc.

Please remember that FRP is all about the power of IMAGINATION. The aim of an FRP set is not to paint a picture of the game for you — it merely creates the bare outlines; your imagination fills in the rest. Many people find this hard to comprehend, but as you are used to text computer adventures then you should have no problems adapting to playing FRP.

What game to start with?

This is a question that confronts everyone starting out in FRP. The answer, however, it totally down to you, but the best way to get introduced to playing FRP is to get involved with a group already playing it.

There are literally hundreds of groups around the country playing FRP. Try putting an advert in your local paper, or even newsagents shop window. Once you have played a couple of games with local gamers, then you can try suggesting introducing another game into the ones already played.

If you cannot find a local group, and want to start gaming with a few friends, then you must decide first on what kind of game you want to try — Sci-fi, Fantasy etc. A word of warning here; FRP is in its early stages, quite easy to learn, but later on it can get incredibly complex. So make sure that your first game is a basic set — preferably one of the original and more popular games, like Runequest. I would recommend that yoy avoid the "Traveller" set. Traveller is a very good game, and is hugely popular, but it is not the best of games for a beginner to try and learn.

Don't worry about buying a simple game and then outgrowing it, because for almost all games on the market there are a huge range of expansion modules, which are normally at least half the price of the original game set. These expansion modules contain more maps, different quests, and more complex GM guidelines so you are effectively embarking on a different, and far more intricate, adventure. The ideal example of this is the JAMES BOND 007 role-playing set by T.M. Games (formally Avalon Hill Games UK). The original set contains the basic playing outlines, along with an adventure, and you can then buy further adventures, based on the James Bond films, like "Octopussy" and Live & Let Die".

The little people!

One thing that has no doubt intrigued non-FRP people is the tiny lead figures that seem to be so popular.

These lead figures, called MINIATURES, are not vital to FRP playing, but many gamers find them useful (myself included). The miniatures are used almost like the counters in a game of Monopoly — they mark where you are presently standing. You will also find that other 'bits-and-pieces' are available, like cardboard buildings, etc. They are all helpful in laying-out the world in which you are adventuring. Just imagine, you decide that your character is going to enter the forest in front of him, so you move your small figure forward one square of the grid floorplan. Suddenly and without warning, the Game Master places three figures in front of yours — three ugly looking Trolls, brandishing axes. Your heartbeat suddenly quickens . . .

There are hundreds of different miniatures available, depicting almost every character you are ever likely to meet or create — from a Robot to a walking tree; a wizard to a giant timber wolf. My only complaint is that there are still a few characters that noone has come up with yet (a princess being the first to spring to mind).

Miniatures are available in two sizes — 15mm or 25mm, 25mm is the most popular, and the average price of one of these figures is 60p. Many people have made a hobby of collecting and painting miniatures (they come unpainted).

More on miniatures in a future article.

FRP gaming can offer so much to the computer adventurer that it cannot be ignored. An FRP game is different from a computer adventure in that it is not a 'one-pass' game, it can be played over and over again, as the human element that it relies on so heavily ensures that it changes constantly. An FRP game, which is totally dependent on the action and reactions of it's human players, is more challenging, enthralling, exciting and unpredictable than its computerised brother could ever hope to be.

If you enjoy computer adventuring, then you must try FRP.

It's a while new world just waiting for you.

If you would like more details about FRP games, try writing to the addresses below and asking for details of their games (don't forget to mention that you got their name from Computer Gamer):

Citadel Miniatures,
Chewton Street, Hilltop,
Eastwood, Nottingham

TSR UK Ltd, The Mill,
Rathmore Road, Cambridge
CB1 4AD

Games Workshop, 27/29
Sunbeam Road, London
NW10 6JP.

T.M. Games, 650 High
Road, North Finchley, N12
ONL

Welcome to another Trolls Tavern!

I hope you all had a good Christmas, and that you got some nice new adventures as presents. No doubt my postbag will soon be overflowing with help requests! Oh well, what's new!

This month sees the second installment of the two-part feature on Fantasy Role Playing. FRP is certainly something that should be of interest to avid adventurers like yourselves, so stay tuned for more on this fascinating hobby in future issues.

The Troll's Tavern Questionaire

In this month's issue you will find a questionaire. Well, believe it or not, this is for your benefit, not ours. The only way that we can ensure that we give you, our valued readers, exactly what you want it by you telling us what you want. If you feel you have other comments — good or bad — about T.T., but haven't got space to put them on the questionaire, then jot them down on another piece of paper. I shall be reading every questionaire personally, so you can be sure that your points of view will be very carefully considered. Your wish is my command!

"Treasure-Trap" Closed

You may remember that in the October issue I mentioned Adventure Holiday centres, and recommended that readers should contact Swordarch Ltd, the proprietors of Treasure Trap, as I had been told they ran some very interesting holidays.

I am sorry to report that it has now come to my attention that Swordarch are no longer trading, and the directors of same have left, leaving, I understand, some very unhappy creditors. This is obviously a very distressing matter, and I can only hope that

3. Somewhat shaken after the battle, you gingerly pick up a vial of unholy water. Goto 36

4. You are in the catacombs.
To go N — 29
To go S — 22
To go E — 60
To go W — 49

5. The door opens into a room which appears to be a study for a senior priest. You search the room and find a book of unholisness which details how to destroy the symbols in the church. Goto 40.

6. You are in the dormintory.
To go N — 19
To go S — 47

7. Looking inside the font, you see a black pearl at the bottom of the water. As you grab it, you are attacked by an evil water sprite with an SR/LP of 8/6.
If you win — 20
If you lose — 38

8. You are in the fire temple itself. The priest challenges you and on discovering that you are not a member of his sect, attacks you. He has an SR/LP of 9/7.
If you win — 17
If you lose — 38

9. Your attempts to destroy the area seem to be working as a huge crack appears in the floor. But the ritual is incomplete and you have not successfully protected yourself from evil. A vile demon appears and does not even try to attack you, but merely crushes your will with its own. Your life forces are slowly sucked out of you to spend eternity in the abyss of Hell.

10. The cloister turns here. In the courtyard, you see an entrance to the church to the NW.
To go N — 35
To go W — 47
To go NW — 30

11. The passage surfaces out on the moors. Freedom is in sight. Just as you haul yourself out of the hole in the ground there is a big flash. Slowly out of the smoke emerges a familiar figure. "I told you that you wouldn't make it" he chortles. "I must say though that I didn't expect

ABBEY OF SATANIC EVIL

you to get this far." You have given me a good run for my money. However, I'm afraid that I can't let you get away." With that he waves his arms in an intricate pattern and imprisons your mind and body forever.

12. You are in front of the altar. It is covered with a blood red cloth embroidered with a black skull. On top of it are two brass candlesticks containing black candles.
To examine the candles — 50
To go S — 16

13. A cloud of poisonous gas is released. Roll two dice and subtract the total from your lifepoints. Goto 12.

14. As you touch the dagger, it flies from its scabbard, dances magically in the air, attacks you doing two life-points of damage and returns to its sheath. Goto 21.

15. You are confronted by a fire elemental with an SR/LP of 8/12.
If you win — 41
If you lose — 38

16. You are in the central part of the church with rooms off east and west, the altar in front of you and the font behind you. On the

none of our readers were inconvenienced by the original information that I assure you I gave in good faith.

The actual owners of Chiselhurst Caves would like to point out that they are in no way connected with Swordarch, and that they cannot forward any mail addressed to that company. They also point out that there are presently no plans to run other adventure holidays at their caves, so please don't write to them asking for details.

That about wraps it up for this month — but don't forget next months issue:

News, PBM Update, Letters, Helpline, Dungeon Dressing, Reviews, and our Heroic Warrior competition — don't miss it!

All the best,
The Encriptor

Infocom Classics

Softsel and Infocom have teamed up to cut the price of 5 classic Infocom adventures.

Infocom's games are widely regarded as the best in text adventuring but the price of imported software has sadly kept them out of most peoples collections. Now with as much as £22 off some titles they have become more affordable.

Deadline, Planetfall, Seastalker and Zork 1 will now cost only £19.95 and the excellent Hitch-hikers Guide to the Galaxy will cost slightly more at £24.95.

All Infocom adventures are highly recommended and available on disk for C64, Atari, Apple II, IBM, Mac and the Amstrad CP/M.

Masquerade

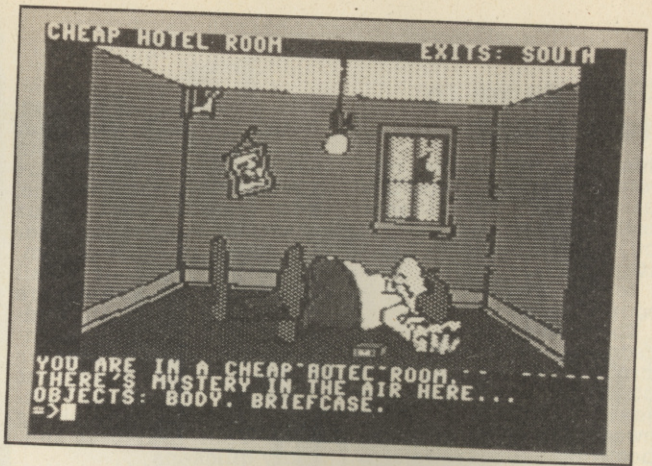
The latest All American adventure from US Gold sets you on the trail of a Crime Boss. You begin the case by trailing one of his stooges to a seedy hotel which you hope will lead to further clues and a solution to the mystery and intrigue that's Masquerade.

This illustrated graphic adventure will cost £14.95 and will be available shortly for C64 disk owners.

Avalon Duet

Hewson Consultants have released a twin cassette pack for Spectrum owners containing both Avalon and its sequel Dragontorc for only £7.95.

Both games feature 30 graphics and adventure style puzzles that need both your brain and joystick to solve.



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CHEAP HOTEL ROOM                 EXITS: SOUTH
YOU ARE IN A CHEAP HOTEL ROOM.
THERE'S MYSTERY IN THE AIR HERE...
OBJECTS: BODY. BRIEFCASE.
=>■
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The Troll's Tavern Questionaire

Help us give you exactly what you want — just fill in this page and return it to us as soon as possible.

(1) Are you male or female? Male/Female

(2) In which age group are you? Under 16/17-25/26-45/Over 45

(3) What system(s) do you use? ______________

(4) What is your main interest in computing?
Adventuring/Arcades/Education/Business/Programming

(5) Would you like to see Arc-ventures (like Ultimate's 'Knightlore') reviewed in The Tavern? Yes/no

(6) How often do you read the following adventure sections:
Keith Campbell — C&VG Always/Sometimes/Never
Tony Bridge — Popular Computing Weekly Always/Sometimes/Never
The Pilgrim — Amstrad Action Always/Sometimes/Never
Adventure section — Amstrad User Always/Sometimes/Never
The White Wizard — Zzap64 Always/Sometimes/Never
Others Always/Sometimes/Never

(7) How would you presently rate The Troll's Tavern, on a scale of one to ten (1 = Rubbish, 10 = Fabulous)? (Ring No.)
1-2-3-4-5-6-7-8-9-10

(8) Should the Tavern be given more space? Yes/No

(9) What should the average No of pages be each month? ______________

(10) Should the following have more, less, or the same space?
Reviews More/Same/Less
Chit-Chat More/Same/Less
News More/Same/Less
Readers Letters More/Same/Less
Hints and Tips More/Same/Less
"Heroic" paper & pencil adventures More/Same/Less
Play by Mail game articles More/Same/Less
"How to wrote adventures" articles More/Same/Less

(11) Would you like to see the following in The Tavern?
Competitions Yes/No
Reviews of "Adventure Holiday" centres Yes/No
Articles and reviews of Fantasy Role Playing games Yes/No
Reviews of Fighting Fantasy type books Yes/No
Reviews of other adventure related books Yes/No
Adventure program listings (by readers) Yes/No

(12) Would the idea of a Telephone Helpline service, to be available for a couple of hours a week, appeal to you? Yes/No

(13) Finally, would a large adventure section like the Troll's Tavern encourage you to buy/continue to buy Computer Gamer? Yes/No

— THANKS FOR YOUR HELP—

Send to: Questionaires, "The Trolls Tavern", Computer Gamer, No 1 Golden Square, London W1R 3AB

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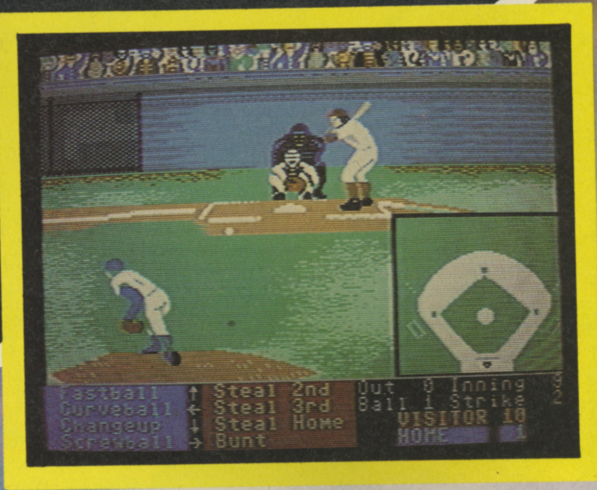
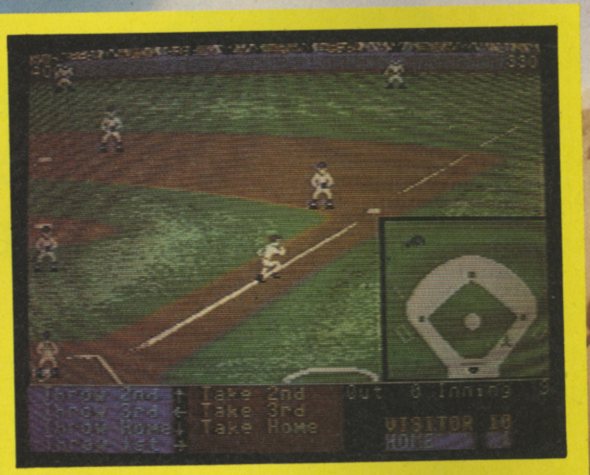
The Standard by which others will be judged.

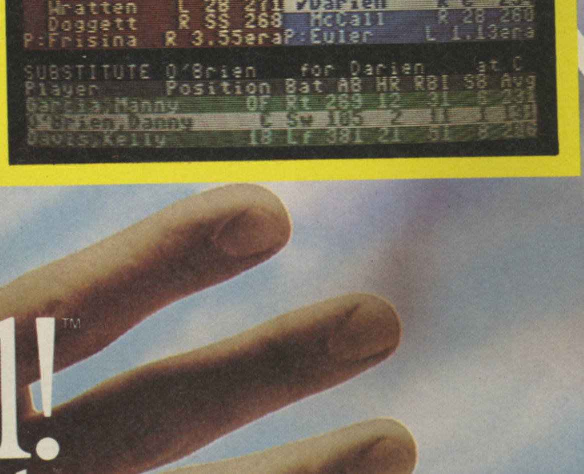
This is Hardball from Accolade. The first in a new generation of game software that sets the standard for others to beat; if they dare! With graphics so large and lifelike and sound effects so real, you'll believe you really are at the ball park – yes, you can almost smell the hot-dogs!
Sorry, we can't supply the hot-dogs; you'll have to bring your own – but everything else is here to recreate the atmosphere, tension and excitement of big time baseball on your own small screen.



Fastball ↑
Curveball ←
Changeup ↓
Screwball →
Steal 2nd
Steal 3rd
Steal Home
Bunt
Out 0 Inning 9
Ball 1 Strike 2
VISITOR 10
HOME 1



Throw 2nd ↑
Throw 3rd ←
Throw Home ↓
Throw 1st →
Take 2nd
Take 3rd
Take Home
Out 0 Inning 9
VISITOR 10
HOME 1



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  Doggett    R SS 268  McCall      R 2B 260
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SUBSTITUTE O'Brien    for Darien      at C
Player        Position Bat AB  HR RBI SB Avg
Garcia,Manny        OF Rt 269 12  31  6 231
O'Brien,Danny        C Sw 105  2  11  1 190
Davis,Kelly         1B Lf 381 21  51  8 286
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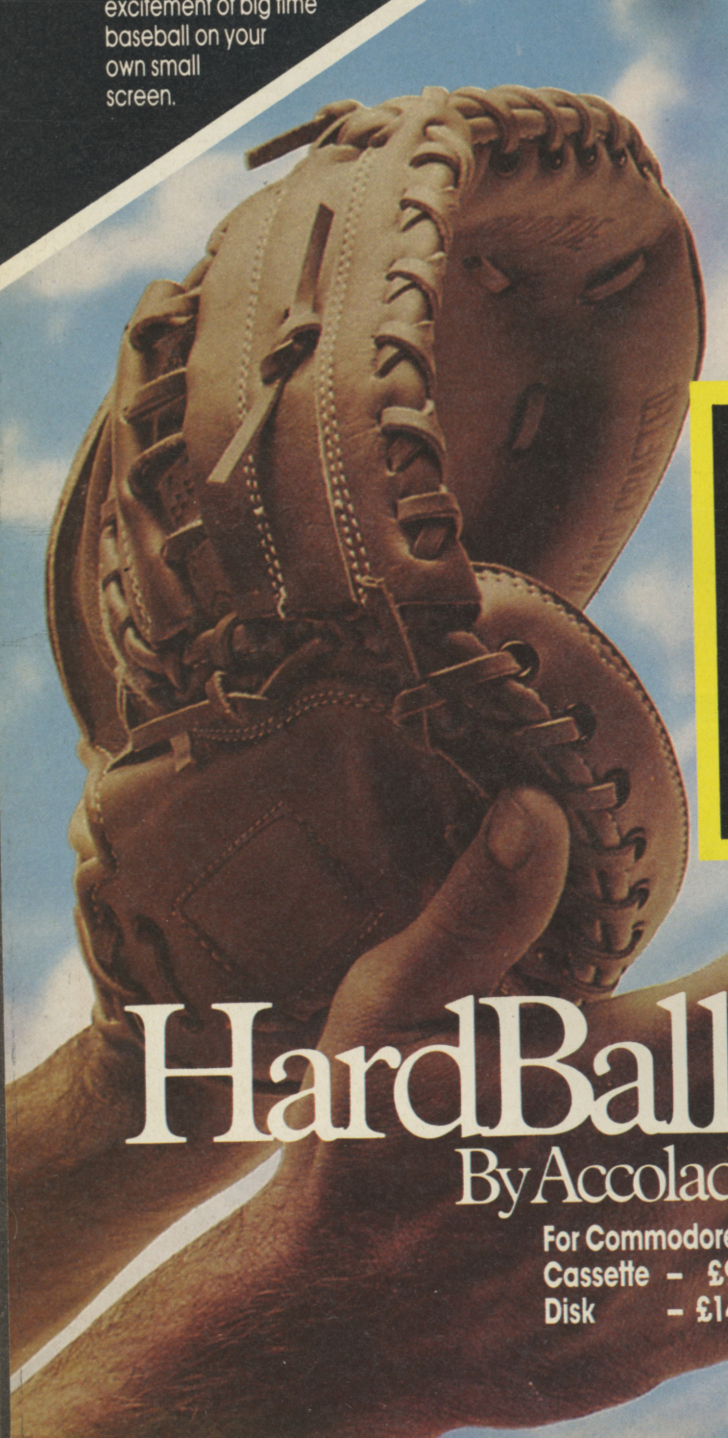

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ADVENTURE HELPLINES

Q

Dear Simon,
I have played many adventures, but one has me totally baffled. it is Acornsoft's "Castle of Riddles". I have got past the bear, through the corridor of doom, but he black maze has got me stumped.

I know I must wave the rod to get a colour (to make a map) and I have everything out of the maze, but I can't get out! I have consulted the hint sheet, but to no avail. Could you please help me?

Paul (Elite) brandon,
Winsford

A

Simon replies: Of course I can help, tht's what I'm here for! to get out of the black maze, turn out your light, Smoking can be disadvatagous too. by the way, what does the 'Elite' mean?

Q

Dear Simon,
I am just starting out in adventuring, and am therefore a little uncertain as to which games would be suitable for me to start with. I know you publish very good reviews of all the latest games, but I would be gratefull if you could let me know what games you would recommend as starters. I prefer text-only games, and have a 48K Spectrum+, Thank you,

Suzanne Langley,
Cambridgeshire

A

Simon replies: Welcome to the wonderful world of adventure, Suzanne! There are many games around for the Spectrum that you would find quite easy to get into. I would recommend Adventureland, by Adventure International as an excellent choice. If you want something a little more meaty then try Classic Adventure from Melbourne House. Don't be afraid to try and get your teeth into a more complex and tricky adventure — you can also contact The Troll's Tavern for help when you get stuck!

Q

Dear Simon,
Do you have any dealings with adventure books? I have got a few, but am not all that happy with them. I am looking for a book that goes into the solving of an adventure, as well as covering some of the other aspects of adventures — ie their history, and where they go from here. All the books I have read so far deal almost exclusively with WRITING adventures, rather than playing them. Do you know of any books that may be of use to me?

Gary Moores,
Liverpool

A

Simon replies: Thanks for your letter, Gary.

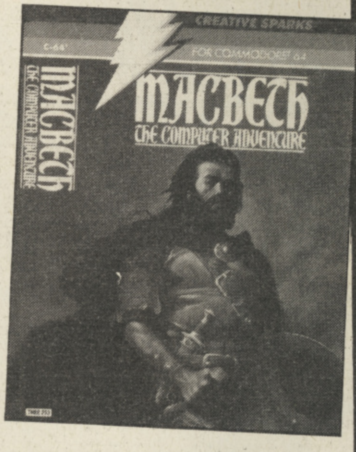
There are no books presently available in the vain of what you are looking for but don't despair, because one is on it's way! It is called "The Encriptor's Scroll" and is written by, well, um, me actually. I will be covering everything you have mentioned, plus a lot more besides. I can't ay too much about it at present as that would be advertising, but watch out for more news soon;

Hints and Tips Adventure Quest — Level 9

1 To find the Medallion you will need to enlist the help of the Unicorn. give him the Orchid and he will help you.
2 Keep a bottle of Water with you, as you will die without it when you try to cross the desert.
3 To get rid of the Snake on top of the Pyramid, play the pipes.
4 To kill the black horror in the Orc's tower you must throw the Ruby at it.
5 To get rid of the Orcs guarding the tower, get the Snowman yo drop some rocks on them.

MACBETH — Creative Sparks

1 Remember that twenty two is Macdonald's unlucky number.
2 The letter, once decoded, is the last straw. So onward to part 2. . .
3 The fire in the Bakehouse could prove very interesting — have a look.
4 Ten green bottles all begin to fall, the porter holds the mystery behind the garden wall.
5 In part 3, normal movement is useless.
6 Here's a throwaway for you — Airborne insects get knocked for six.



TEN LITTLE INDIANS — Adventure International

1 Don't be too impatient — WAITng can often be very rewarding.
2 This old wharf doesn't look very sturdy — I had better not stamp my foot while standing

ABBEY OF SATANIC EVIL

floor beneath your feet, are assorted mystic and unholy symbols inlaid into the stone. There is a feeling of great evil here which you feel you must somehow destroy if you are to escape with your life.

To attempt to destroy the area — 55
To go W — 58
To go N — 12
To go E — 46
To go S — 20

17. Around his neck, the priest was wearing a string of fire beads. You take them but because of their inherant heat, suffer two lifepoints of fire damage. Goto 41.

ABBEY OF SATANIC EVIL

18. The monk tears up the parchment angrily. "Then begone! If you will not sell me your soul, I will find another way of getting it. You will never get out of here alive!" There is a large flash and a puff of smoke and he vanishes. Goto 2.

19. The cloister turns at right angles here. You can see an abbey in the centre courtyard but no entrance to it.
To go E — 42
To go S — 6

20. The inside of the church is decorated mostly in red and black with murals depicting revolting, lurid scenes. The effect is made even more eerie as it is lit only by flickering torches. The only feature of interest here is a large font.
To examine the font — 7
To go N — 16
To go S — 30

21. The tomb appears to be that of a high church dignitary; Around the waist of the effigy is an ornate scabbard with a jewelled dagger in it.
To examine the dagger — 14
To go E — 39

22. You are in the catacombs.
To go N — 60
To go S — 4

on it! or should I . . .
3 After diving and swimming to a river bank, N-W-N-W-W is a good route.
4 Although you've had a hard time coming this far, you cannot afford to fall asleep n the Blue room, so go to the nearest source of fresh air.
5 This armour is very interesting — and I'll bet it will be even more interesting if I dismantle it.
6 The titles should prove helpful — with the right tools.

GHOST TOWN — Adventure International

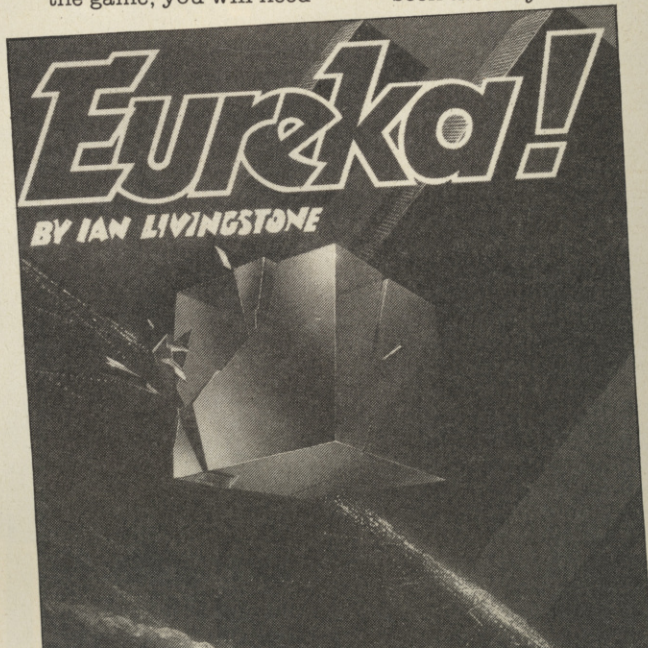
(1) Don't let locked doors go to your head — just wave your hat at them and all will become clear.
2 Break a mirror — if you've got it all taped.
3 When in the mine, don't use your Shovel unless your going to think in three dimensions . . .
4 All musicians like some form of praise — even dead ones!

EUREKA — Domark

German Section:
1 to stand any chance in the game, you will need a good disguise. Look under the boards for something to help KIT you out with a Uniform.
2 So you have an I.D. do you? Great, but it won't be of much help without a little work doing to it.
3 Smoking in bed is a disgusting habit! it can cause terrible stains!

CASTLE OF RIDDLES — Acornsoft

1 I can't get through the White maze! Maybe some darkness will shed some light!'
2 Litle Bears are timid creatures, and don't like scary stories.
3 the black maze seems impossible to map. Why not have a smoke — perhaps something will turn up?
4 Giants have sensitive ears.
5 Remember, the only way to become worthy is to have everything valuable, and don't forget that the exits you used may not have been the only ones.



GOLDEN VOYAGE — Adventure International

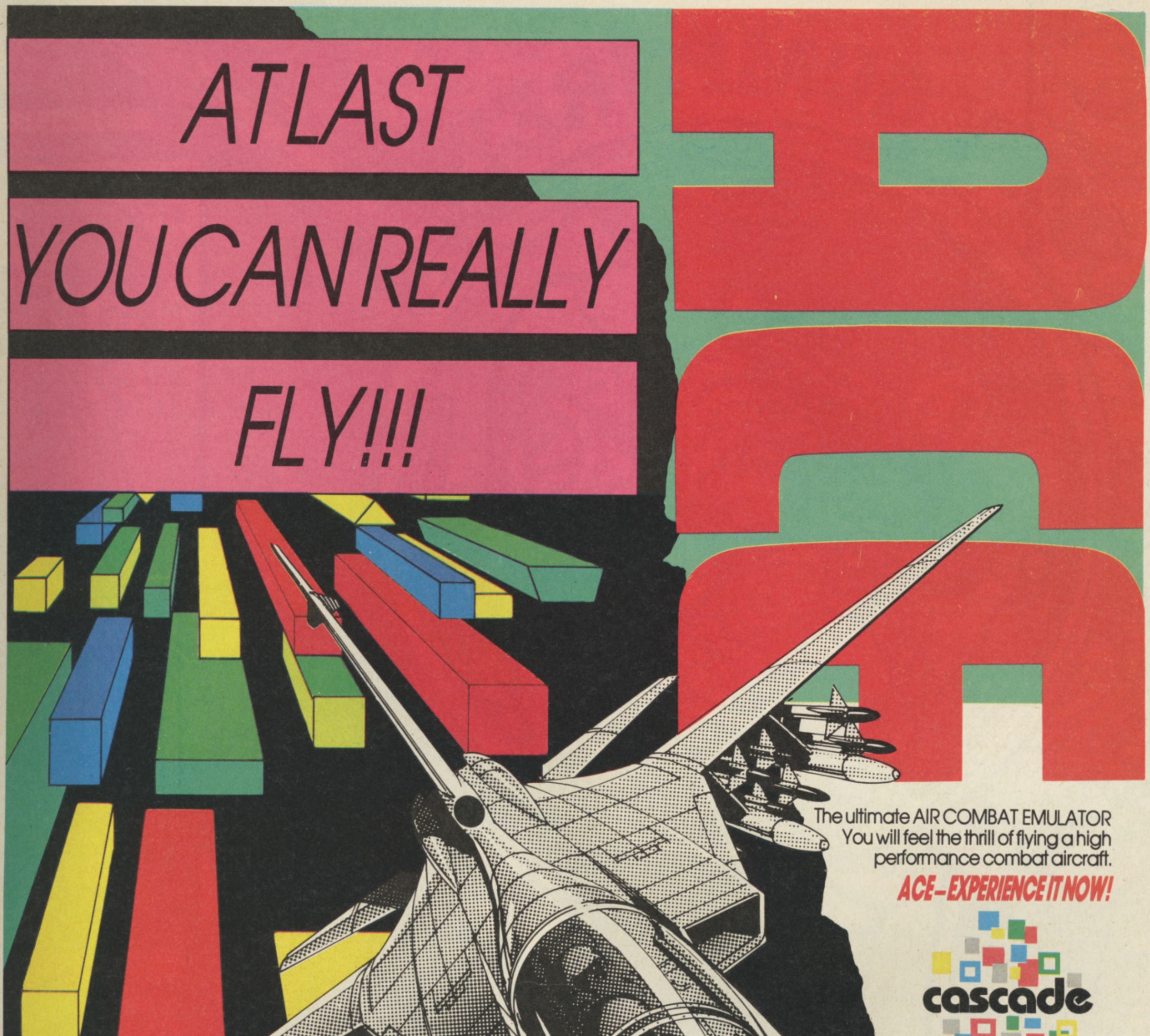
1 Criminal instincts will not get you anywhere — try being nice and actually PAYING for something!
2 Once you are at sea you will need to find land — so what do you think you've got a telescope and a watchover (crow's nest) for?
3 Having trouble with the guardian Statue? I bet you'll be PUSHed for what to do next.
4 Will all those stuck on the steps with no obvious upward route kindly STEP UP.
5 One DIG is good, but two is better.
6 A Passageway is what you want — I just PRAY you'll find one.

MADNESS & THE MINOTAUR — Dragon Data

1 The oracle is very wise. You should ASK its advice, and always obey its commands.
2 The Hydra is a very difficult creature to kill. Use your Rope to restrict his movement a little.
3 The Pointer Sisters sand "JUMP for my love". You may well see the point if you follow their example in many of the locations.
4 Use OKKAN to learn the secret of the glowing rocks.
5 You need the Food from the first floor and the Mushroom from the third floor to elarn the first spell. This is found in the room on the first floor whose "air is crackling with enchantment".

OCEAN HUNT — Molimerx

1 If you don't know what a CHARLAU is, just remember some boats have female names.
2 There are sometimes things that don't appear on the first EXAMINation.
3 You really out to do something with the line you know.
4 Island Women love Chocolate!
5 Only the Crystal Rod can be inserted in the security office.



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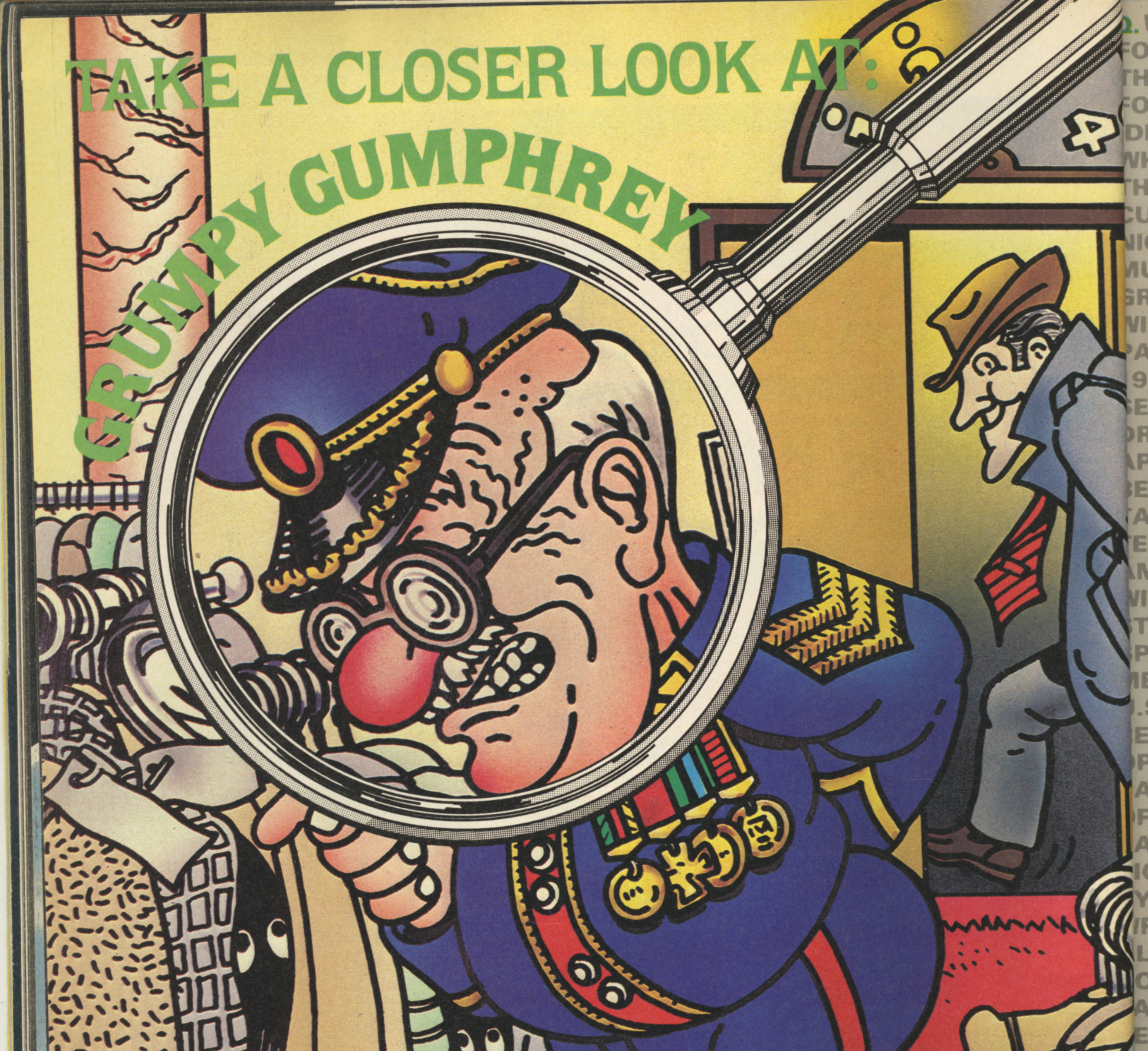
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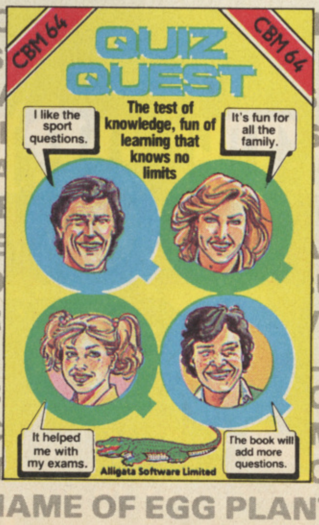
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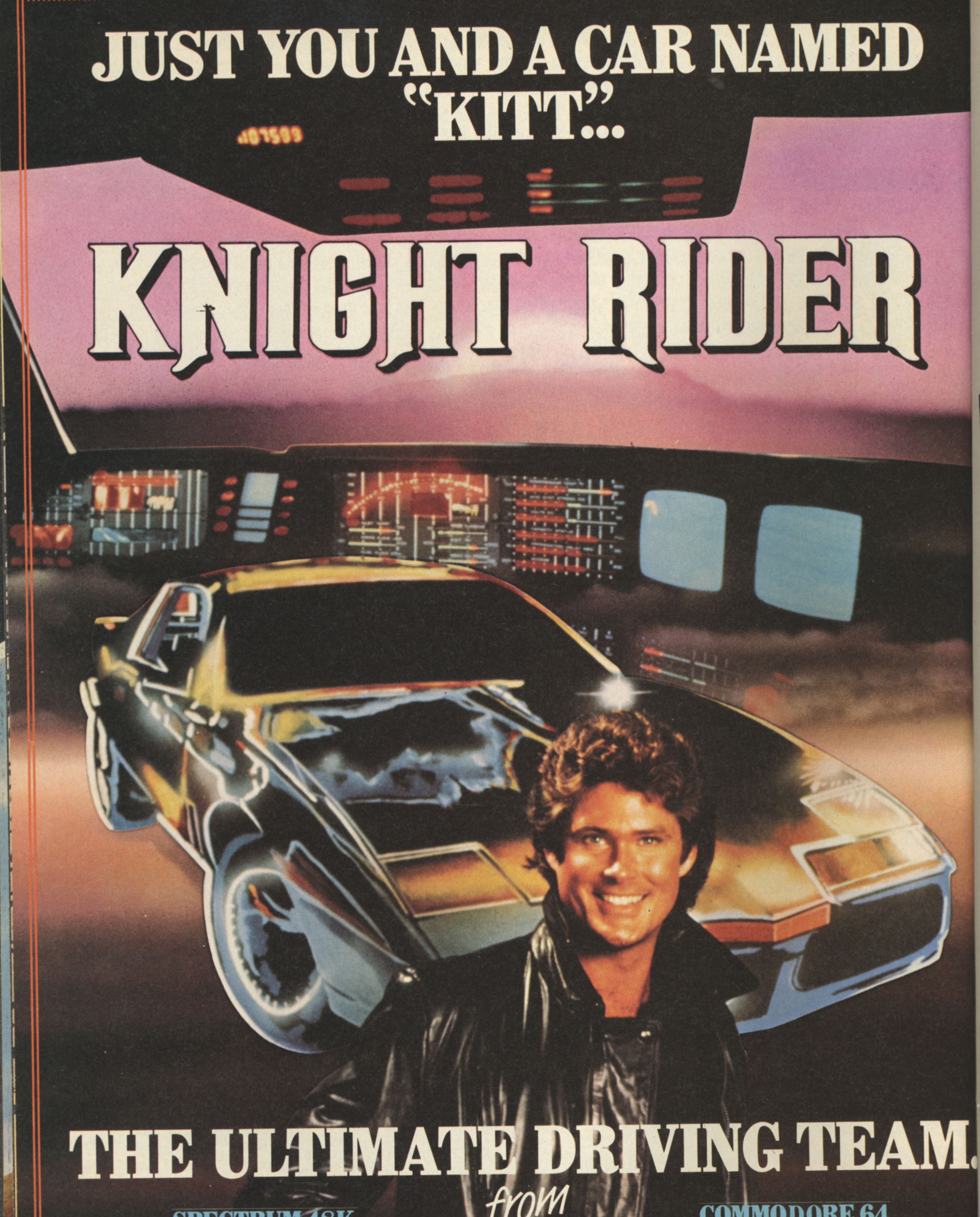
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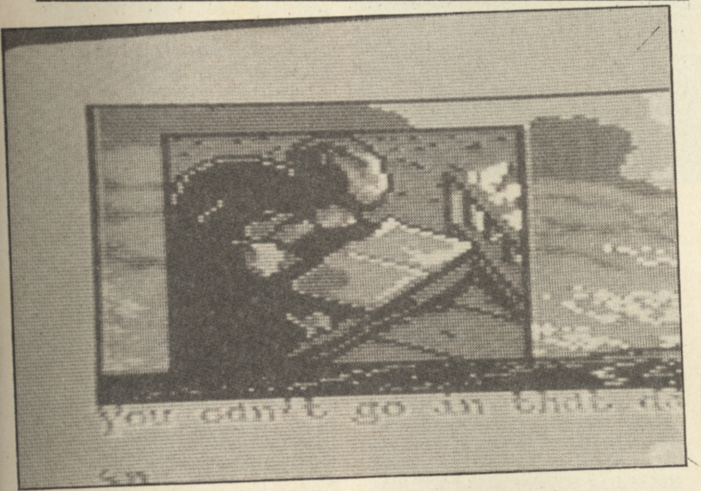
ADVENTURE R•E•V•I•E•W•S

Title:	**The Never Ending Story**
By:	**Ocean**
For:	**C64**
Price:	**£9.95 for two cassettes**



You can't go in that

A lot of major retail stores refuse to stock many adventure games on the grounds that they lack visual appeal. If that is the case, then they need have no fears about putting Never Ending Story on their shelves. It is, quite simply, the most visually attractive adventure game that I have come across.

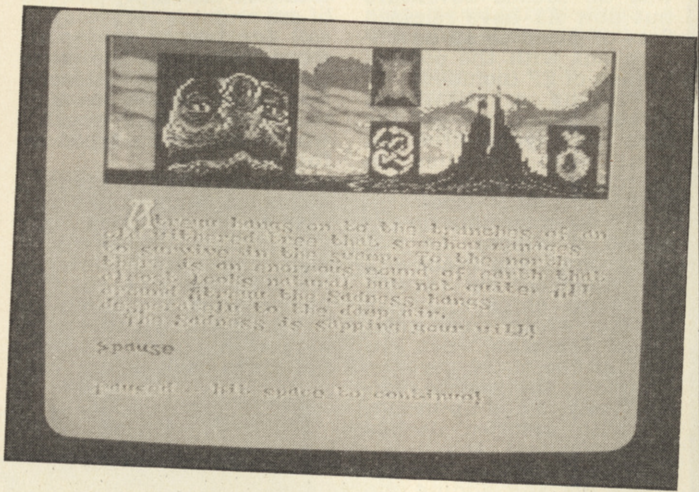
The bottom half of the screen contains detailed location descriptions, written with a very well designed character set. The graphics window at the top features a background picture which is overlaid with small inset pictures of items you are carrying, new places that you visit and characters that you meet. All these pictures are well drawn and extremely detailed.

The story is based on the film which in turn is based on the book by Michael Ende. The land of Fantasia is under attack from the evil Nothing. The Empress of Fantasia is ill but her physician tell her peoples that a small boy can save the land. That small boy, Atreyu, is played by you.

There are three parts to the adventure but you can only enter part two when you have solved part one etc. Input is of the standard verb/noun variety but the program only has a limited vocabulary (because of the memory used for the graphics). Unfortunately, the "examine" command has been left out. If the writers of an adventure are going to do this, then they should include detailed object descriptions but this is not the case here. Another puzzling feature is that if you sit back and do nothing, the computer responds with "You wait. . ." but nothing ever seems to happen while you do wait.

This is a most enjoyable game, aimed mainly at younger adventurers. The graphics add considerably to the atmosphere (and I say that as one who is certainly no fan of graphic adventures) but I feel there is not enough meat in it for seasoned adventurers.

Storyline	3/5
Atmosphere	4/5
Difficulty	3/5
Value for money	3/5



>pause

ABBEY OF SATANIC EVIL

To go E — 56
To go W — 49

23. This is the entrance to the water temple. Are you wearing a habit?
None — 51
Blue circle — 36
Red star — 51

24. The passage continues south climbing gradually. Did you destroy the evil?
Yes — 54
No — 11

25. The well no longer contains water, but when you reach the bottom, you slip in some mud. As you grope about on your hands and knees, you find a large bronze key. As you struggle to regain your feet, something drops on you from above. It is a lurker with an SR/LP of 7/6. Subtract two from all your die rolls because of the combination of limited space and slippery mud.
If you win — 31
If you lose — 38

26. The stairs lead down into an antechamber which continues south. As you step into the chamber, you trigger off a trap. Out of one of the side walls rolls an enormous stone ball. Roll three dice. If the total is less than or equal to your current lifepoint total, then you manage to jump out of the way in time. If not, then you are killed outright. NB try as you may, you cannot find the activating mechanism for this trap and must test for it each time you enter the room.
To go S — 39
To go up — 12

27. As you overcome the enemies' power, so you feel the prescence of evil lifted totally as all the artefacts and symbols crumble into nothingness. You hear a voice from another plane cursing you wholly and his luck in finding someone so able to resist his temptations. Goto 16.

28. You are vaguely aware of a prescence entering your mind. Forcing your eyes open, you see a hooded figure standing in front of you. His cowl is pulled down so that you can't see his face. He speaks to you in a deep bass voice. "I'm

ABBEY OF SATANIC EVIL

sorry I wasn't here to greet you last night but I had business elsewhere. I trust that you made yourself at home. I see by your garb that you are a man of arms. If you are interested, I have a small proposition for you. I know of great treasure and can guarantee the fame and fortune that goes with it. Unfortunately, I need some form of protection so I am prepared to offer you 50% of the treasure for the services of your sword. However, I have been badly led down before so I would appreciate your signature on this parchment together with a drop of both our bloods in order to seal the deal.'' So saying, he produces some parchment and a quill. Do you sign?
Yes — 59
No — 18

29. You are at a dead end in the catacombs. Goto 4.

30. In front of you are a pair of large oaken doors inscribed with some strange runes. This is obviously an evil spell as you feel a force pass through you as you look at them. Lose two lifepoints.
To go N — 20
To go SW — 47
To go SE — 10

31. The path leads to a well that appears to be no longer used. A ladder leads down.
To go down — 25
To go N — 47

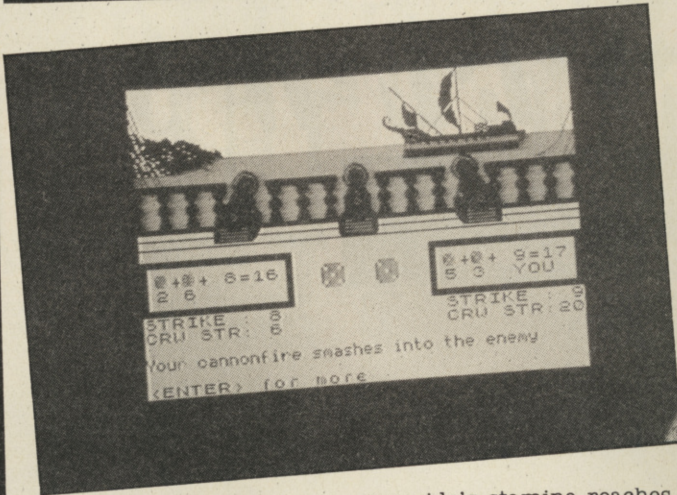
32. The effigy of the priest has a large ruby ring on one of its fingers.
To examine the ring — 45
To go W — 39

33. The door is locked. Do you have a key?
Yes — 5
No — 16

34. As you grab the candle, you hear a grating noise. Looking behind the altar cloth, you see that a panel has opened revealing some stairs leading down.
To go down — 26
To go S — 16

35. You are in the refrectory where you ate last night but now you notice that the food is mildewy and crawling with maggots and cockroaches. You do however find a large butchers knife which will substitute for your short sword. Add two to your SR.

Title:	**Seas of Blood**
By:	**Adventure International**
For:	**Spectrum, C64, Amstrad**
Price:	**£9.95**



```
⚀+⚀+ 8=16          ⚀+⚀+ 9=17
2 6                5 3  YOU
                   STRIKE : 9
STRIKE : 8         CRW STR:20
CRW STR: 6
Your cannonfire smashes into the enemy
<ENTER> for more
```

A couple of years ago, a phenomenon hit the childrens' book market in the form of Steve Jackson and Ian Livingstone's Fighting Fantasy (FF) series. For anybody who has not come across these books before, they are the same sort of format as the Heroic Warrior story in Gamer but about eight times as big. They would seem obvious candidates for making into computer games and so far, two attempts have been made. The first, Forest of Doom, was an arcade adventure but now AI have released Seas of Blood as an adventure but with the combat system of FF included.

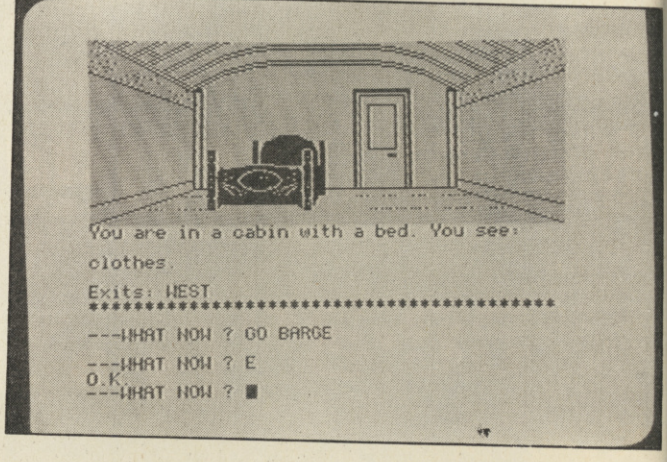
Playing a villainous pirate captain, you sail the seas with your crew on your ship Banshee in search of twenty treasures which you must deposit on top of the mountain on the island of Nippor. As you sail around, you attack and are attacked by various merchant ships and war galleys which you must defeat. Likewise, when you land at one of the ports or on one of the islands, you are likely to end up in battle with assorted nasties that populate the land. Combat is decided by rolling a die and adding the result to your strength value. Your opponent does likewise. If you win, your enemy loses two stamina points. This is repeated over and over again until one side's stamina reaches zero whereupon that person dies. The bottom of the screen shows a simulation of dice being rolled., It is as interesting as watching paint dry! At least with the book, you have to roll your own dice and there is a feeling that the result is in your own hands. Pressing a button on the computer to do this for you adds nothing to the atmosphere.

The game boasts over 300 locations, all of which are nicely illustrated. However, most of these locations are empty patches of sea and it is very easy to sail for twenty moves or more looking at the same picture and terse description. Movement at sea is of the form ''Sail south'' which has to be typed in full each time.

The difficulty of the problems set tends to be quite easy as the emphasis is on the combat rather than logic. There are however a few things to look out for. At one point, you climb up to a door with a statue next to it. At this point, you cannot move back again, you have to find out how to open the door and go in. Quite frequently, you investigate something only to find out that it kills you instantly and with no warning. This is all right if you have fallen foul of some vicious trap but I was annoyed when a skeleton grabbed me by the wrist and refused to let go thus killing me! I would at least expect to be able to use the much vaunted combat system.

This game is aimed at younger adventurers and they may enjoy it but even so, I cannot recommend it. The game does not do justice to the book at all and anyone with ten pounds to spend, would do much better to buy five of the excellent FF books, rather than one poor FF computer game.

Storyline	2/5
Atmosphere	1/5
Difficulty	2/5
Value for money	1/5



```
You are in a cabin with a bed. You see:
clothes.
Exits: WEST
****************************************
---WHAT NOW ? GO BARGE
---WHAT NOW ? E
O.K.
---WHAT NOW ? █
```

Title:	**Temple of Apshai Trilogy**
By:	**C64 (disk)**
For:	**US Gold**
Price:	**£9.95**

The original Temple of Asphai adventure was released by CBS when they held the import license for Epyx. Now that has passed to US Gold, Asphai has been re-released in a trilogy pack containing not only The Temple of Asphai but also the Upper Reaches of Aspai and the Curse of Ra.

All three parts naturally use the same system which is known as the Dunjonmaster. This controls the fortunes and misfortunes of your brave adventurer as he explores the 4 levels of each dungeon in search of fame and fortune.

The game begins in ye olde inn where you can barter for the weapons and armour and healing salves that will give you a fighting chance of survival. Then it's into the fray.

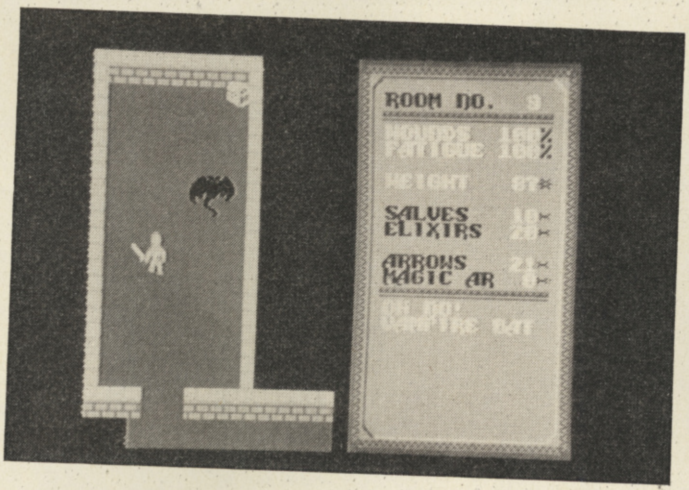
You can enter any level of any dungeon though it's a good idea to start at level 1 until you get to grips with the controls. These are a mixture of joystick movements and keyboard presses that allows your character to roam around the dungeons rooms and corridors, search for traps and secret doors, pick-up and drop treasures as well as challenge monsters that you meet with a bewildering array of cuts, thrusts and parries.

The typical screen display shows you in the centre surrounded by a 3D representation of the rooms and corridors around you which are drawn as you move through the dungeon. To the right of this is a display which shows your current state of health, the weight of objects you are carrying as well as the number of arrows and healing salves that you have left.

Scattered throughout the dungeon are numerous chests which may contain treasure, a trap, both or worthless garbage. Unfortunately before you can worry about this you will have to deal with countless critters ranging from ghouls to giant leeches.

It's worth remembering as you get hacked down by an impressive range of nasties that "it's all good experience" and although your not getting richer you do live to fight another day as a awfully kind Cleric ressurrects you.

Gradually you will get stronger and start hitting back when you'll find enough treasure to buy better weapons from the innkeeper and so on. Then its on to level 2 or perhaps the beginning of one of the other dungeons.



Since the Dunjonmaster allows you to enter your own character details so that you can transport your favourite D&D character to Asphai it is tempting to give yourself a maximum of 18 in each category, thousands of experience points, pots of silver and even a magic sword. Confidently you head straight for level 4, and die.

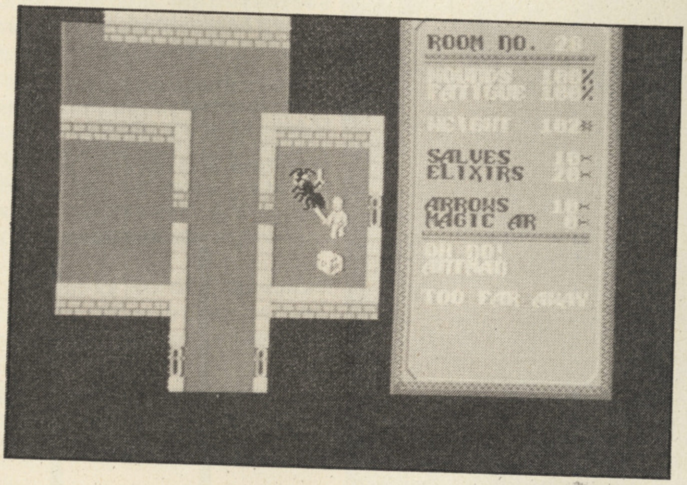
The trilogies 82 page instruction book contains full details of the 3 dungeons and even includes lyrical room descriptions but I never seem to have time to read them.

If you tire of Temple itself you can have a quick sortie into one of the other dungeons. The Upper reaches of Asphai lies immediately above the Temple and includes 150 rooms including the innkeepers backyard. Here you will meet anything from wet laundry to zombies.

Finally as a rest from the deadly to the ridiculous you can find a curious haven in the Curse of Ra where you will find mummys skeletons and sphinxes and perhaps the end of your quest.

Three adventures for the price of one that will provide adventurers with a challenge at every level.

Storyline	4/5
Atmosphere	4/5
Difficulty	5/5
Value for money	4/5



To go N — 42
To go S — 10

36. There are doors in both east and west walls.
To go E — 1
To go W — 53

37. There is no light so you decide to go back and get a torch from the church. You make your way carefully up the uneven spiral case until you come to a sort of landing. Before you get the chance to have a look round, a strong wind blows your torch out. You go down and get another torch but the same thing happens again. It seems that you will need a magical light source before you can go any further.
If you have one — 48
If not — 16

38. Since you were so intent on destroying his evil empire, Satan takes great delight in your unfortunate demise. You can be sure that he will have something particularly unpleasant in store for you as you prepare to serve him for the rest of time.

39. You are in the crypt. There are rooms off north and south and two coffins in niches in the east and west walls.
To go N — 26
To go S — 1
To examine the east coffin — 32
To examine the west coffin — 21

40. As well as giving details of the spells to be recited, you need the following ingredients — a black pearl, a dagger, some unholy water and a string of fire beads. Goto 16.

41. The chamber has entrances east and west.
To go W — 1
To go E — 8

42. The cloister turns here. As you reach the corner, you trip and fall. As you stand, you fall again and notice that your bootlaces have been tied together. A small imp appears, grins evilly and disappears. Lose one lifepoint.
To go W — 19
To go S — 35

43. You are at a dead end in the catacombs. Goto 60.

44. You arrange the objects in the manner ascribed to in the book and begin to chant and gesticulate in the manner indicated. Even

ABBEY OF SATANIC EVIL

though you have woven a spell of protection around you, you can still feel a mighty will tugging at yours. Test your strength by rolling two dice. If the total is less than your SR, you resist the temptation. If it is equal to or higher than X your SR, then you succumb to the forces of evil.
If you win — 27
If you lose — 38

45. The ring has the word "luminae" inscribed round its shank. Wearing the ring and saying the word causes it to glow with a magical light. Goto 39.

46. You are at the base of a small tower with stairs leading upwards.
To go up — 37
To go W — 16

47. The cloister turns here. There are also paths leading NE to the church and off south.
To go N — 6
To go S — 31
To go E — 10
To go NE — 30

48. The landing stretches out in front of you ending in a door. As you walk towards it, you are attacked by three giant bats each with an SR/LP of 7/5. Fight each one in turn.
If you win — 33
If you lose — 38

49. You are in the catacombs. Lots of twisty passages full of skeletons.
To go N — 1
To go S — 22
To go E — 60
To go W — 4

50. Which candle to you wish to examine?
Left — 34
Right — 13

51. A water elemental materialises in front of you. It attacks viciously with an SR/LP of 9/9.
If you win — 36
If you lose — 38

52. You are in the entrance to the fire temple. Are you wearing a habit?
None — 15
Blue circle — 15
Red star — 41

53. A priest looks up from his prayer, startled to see an intruder in his water temple. He throws a freshly prepared vial of unholy water at you inflicing 2 life-points of damage on you. He then leaps to attack you with an SR/LP of 10/7.
If you win — 3
If you lose — 38

54. The passage continues upwards until it surfaces on the moors. There is not a cloud in the sky and you can see a small town down in the valley. Never has fresh air tasted so sweet. As you head off towards the town, you begin to whistle.

55. Do you have the book of unholiness?
Yes — 57
No — 9

56. You are in the catacombs.
To go N — 22
To go S — 24
To go E — 49
To go W — 60

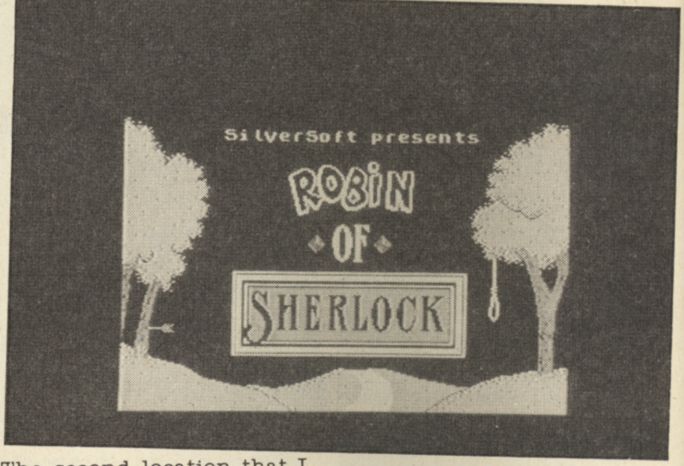
57. Do you have all the necessary ingredients?
Yes — 44
No — 9

58. You are in the vestry. There are a series of coast pegs round the wall with some habits hanging from them. There are two designs. One has a red star embroidered on the back and the other a blue circle. If you want to wear either kind, make a note of it on your paper. Goto 16.

59. As you finish signing, the monk emits a loud, evil cackle and throws back a cowl of his robe to reveal a hideous red face with two small horns growing out of his thick bushy hair. "You have just sold your soul to me. You will get your fame and fortune but you will not enjoy them as you will never be sure when I will come along and drag you off to the planes of Hell." You make your way back onto the moors, your mind numb with thoughts about what the future might bring.

60. You are in the catacombs.
To go N — 22
To go S — 4
To go E — 43
To go W — 49

Title:	**Robin of Sherlock**
By:	**Delta Four Software, produced by Silversoft**
For:	**48K Spectrum**
Price:	**£7.95**



The second location that I visited had Frian Gorbachetnik exploding from eating one vension burger too many. Later, I found a gnome that turned out to be a resprayed smurph wearing a Jim'll Fix It badge and a Kentucky Fried Squirrel fast food joint. Yes, Delta Four Software, the team that brought you Bored of the Rings, is back in town.

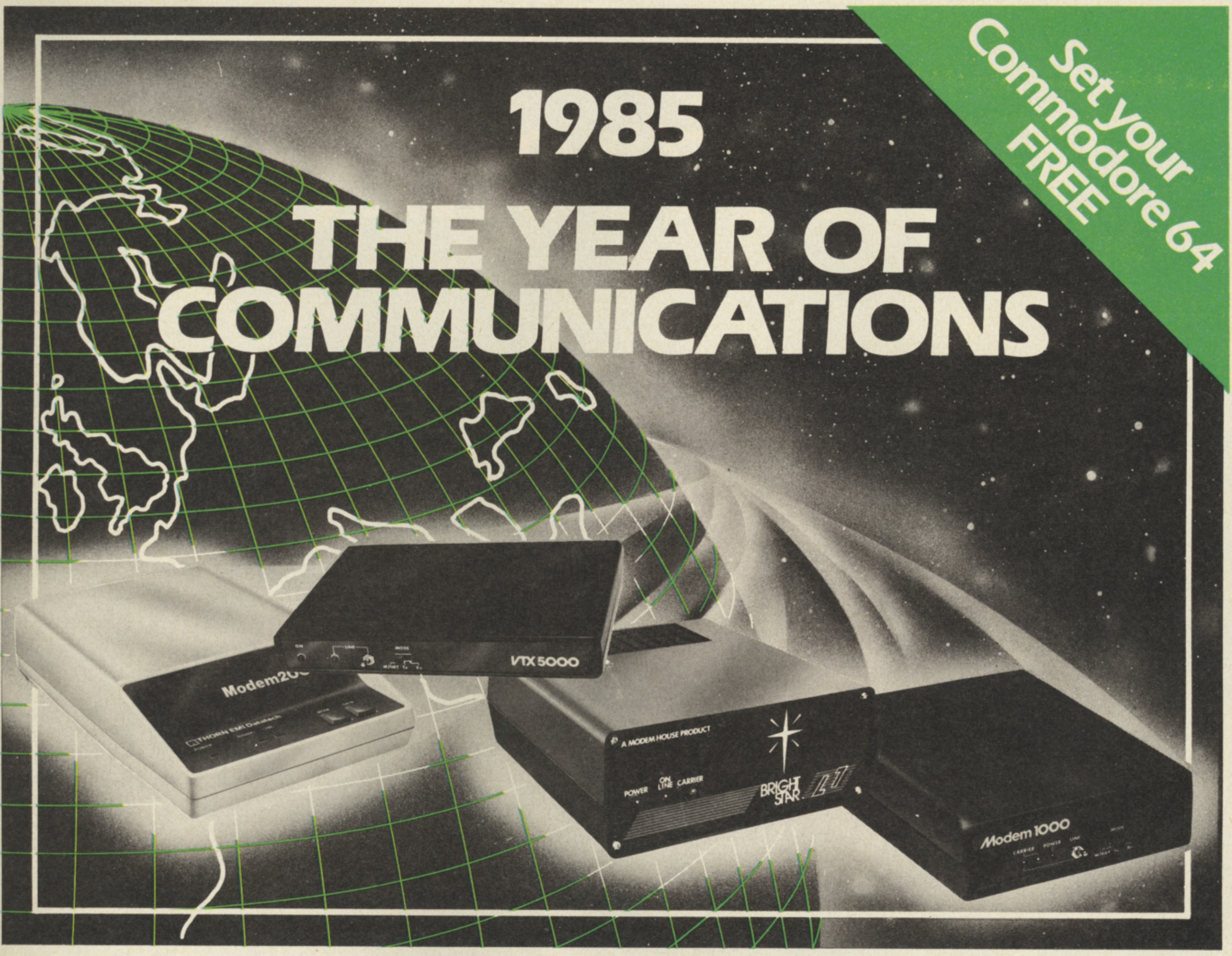
Strange things are afoot in Sherwood Forest and surrounding areas. Dorothy has been mugged on the Yellow Brick Road, Dr. Watson is found dead and there are Mafia connections in the Smurphs village. Rumours have it that Hurn the Hunter (him with the deer's head in the Robin of Sherwood TV series) is involved somewhere along the line but you have no proof — yet.

Your quest is to find out who or what is behind all these sinister deeds and you start off equipped only with bow and arrows, your trusty sword (called Albino) and a cordless radio phone. The game is in three parts and once, you can move freely between them by saving your current position to tape, loading in the next part of the game and then reloading your saved position.

Exploration is easy and you can visit a large number of locations without doing very much. This helps considerably as you try to find out what on earth you are supposed to be doing. You can talk to the characters that you meet and ask them what they know about various things. I came a cropper when I asked the Mother Superior of the convent something. It was a silent order!

Robin of Sherlock is a marvellous parody of Robin Hood and Sherlock Holmes stories and will give you hours of enjoyment and amusement.

Storyline	4/5
Atmospher	4/5
Difficulty	3/5
Value for money	4/5



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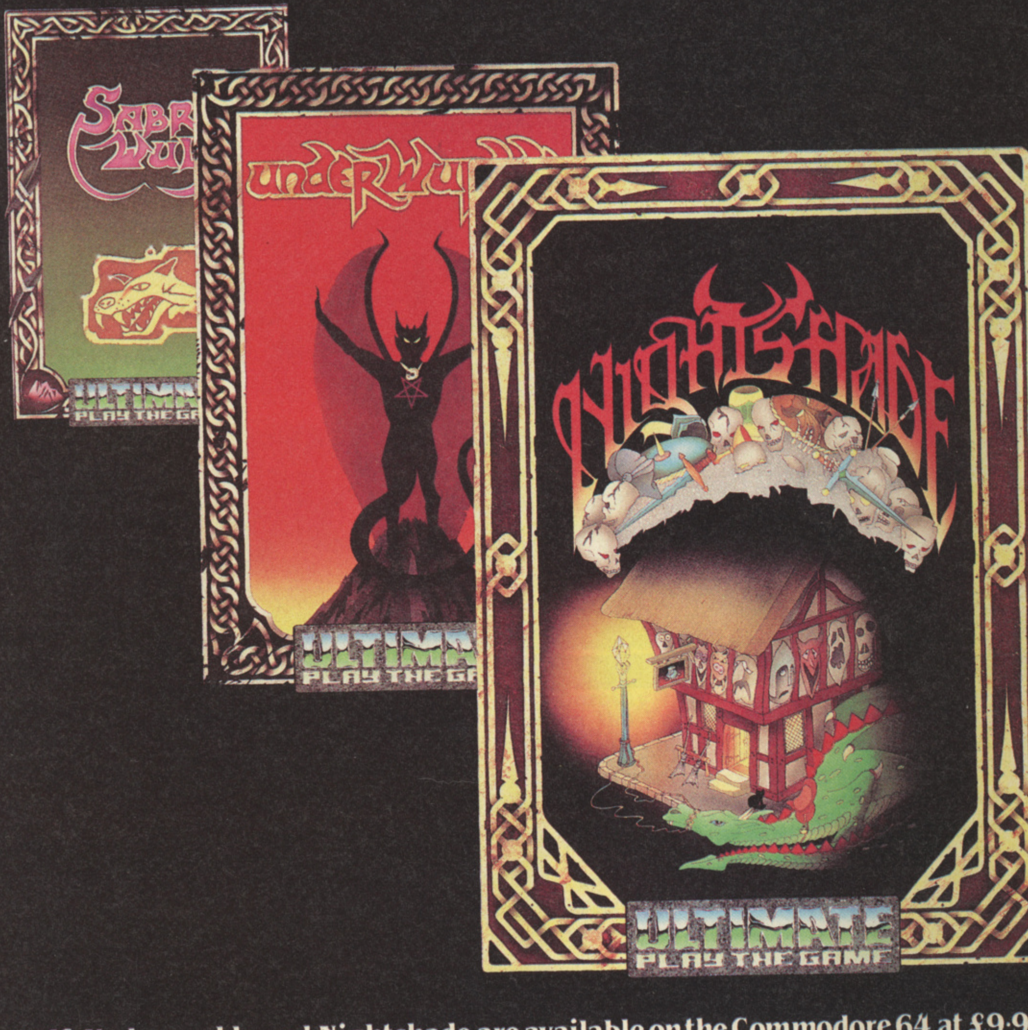
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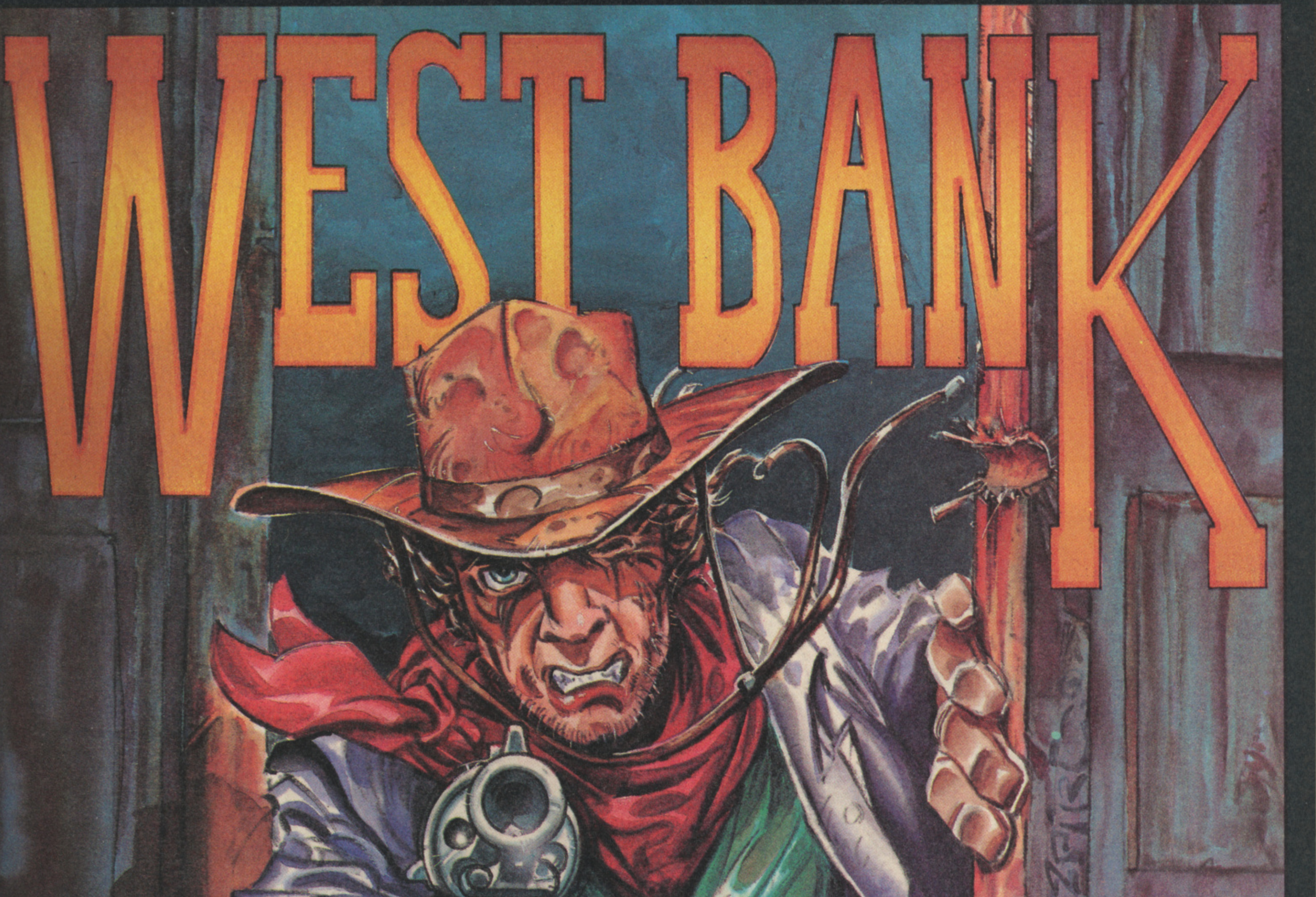

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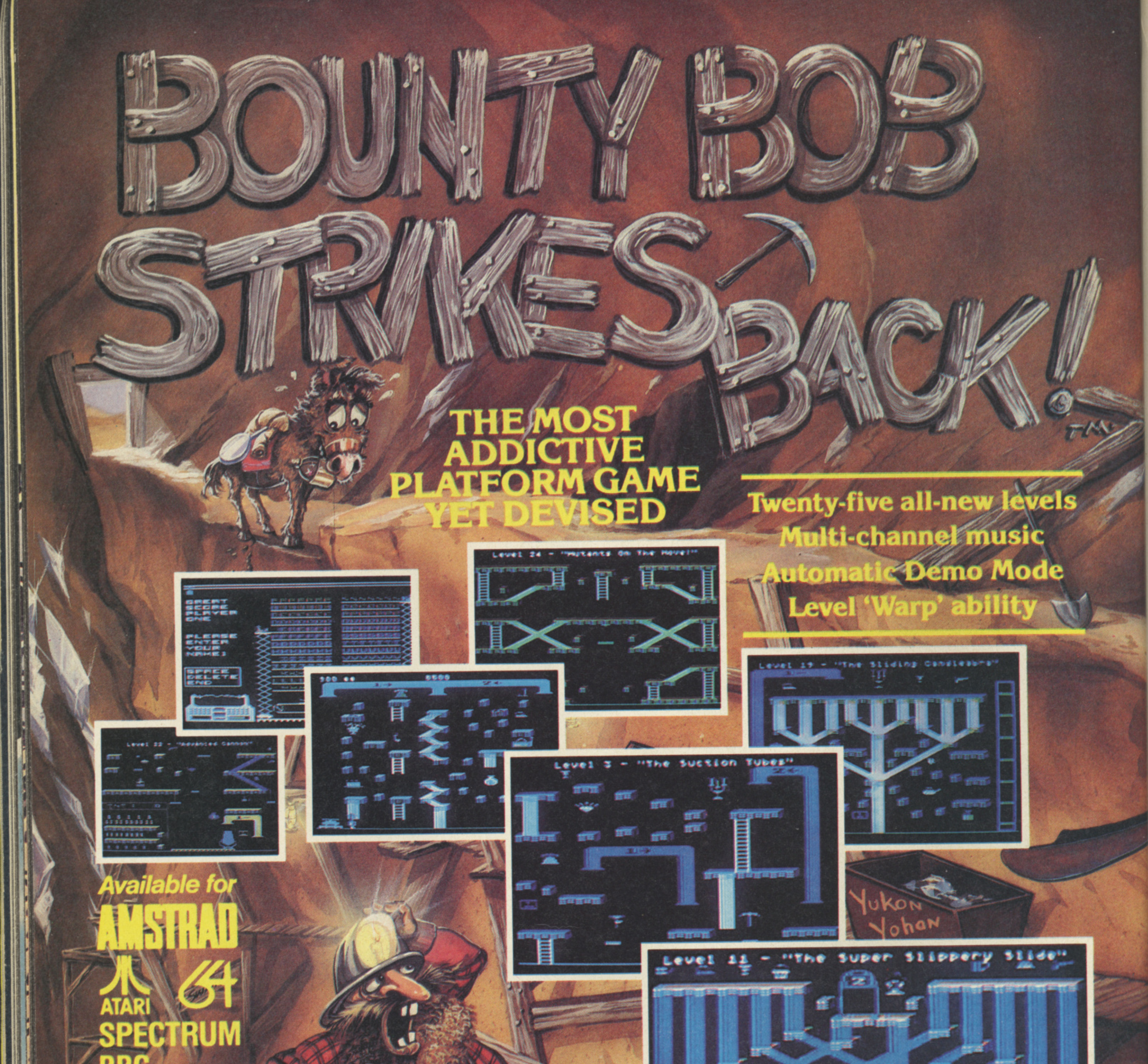
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Dungeon Dressing

by Gordon Hamlett

I had a couple of letters from readers recently saying that although they fancy the idea of writing an adventure and trying some of the ideas that I've written about, they can't think of a decent storyline. So, to try and give you a few ideas, here is what I believe to be the first ever do-it-yourself storyline kit. All you have to do is pick one item at random from each of the eight lists and see how they fit together. If one particular idea does not mesh in with your plans, then discard it and choose another.

List 1: Who Are You
1. A peasant
2. A schoolboy
3. A sorceror's apprentice
4. A barbarian
5. A scholar
6. A nobleman
7. A priest
8. A blacksmith
9. A thief
10. A merchant

List 2: The Reason for Your Quest
1. To inherit a map and a key
2. To prove yourself worthy
3. For a dare
4. An old man tells you a story
5. To help your family
6. You dig up an artefact
7. Pure greed
8. Your parents throw you out
9. You have a dream
10. A royal proclamation

List 3: The Quest Itself
1. Destroy an evil sect
2. To regain your birthright
3. To find the ingredients for a powerful spell
4. Steal a valuable treasure
5. Expose a traitor
6. To prove your innocence
7. Discover the hidden power of an object
8. Kill a great enemy
9. Remove a centuries-old curse from your family
10. Find a hidden treasure

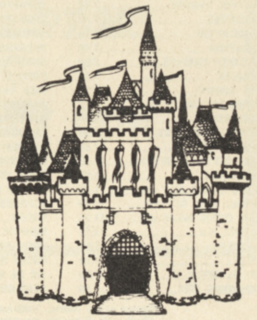
List 4: Friends That You Meet
1. The Arch-druid
2. The Eagleman
3. An old hermit
4. The laughing gnome
5. A centaur
6. The Lady of the Lake
7. The Dwarf King
8. An outcast elf thief
9. The Loremaster
10. The Giant Longbone

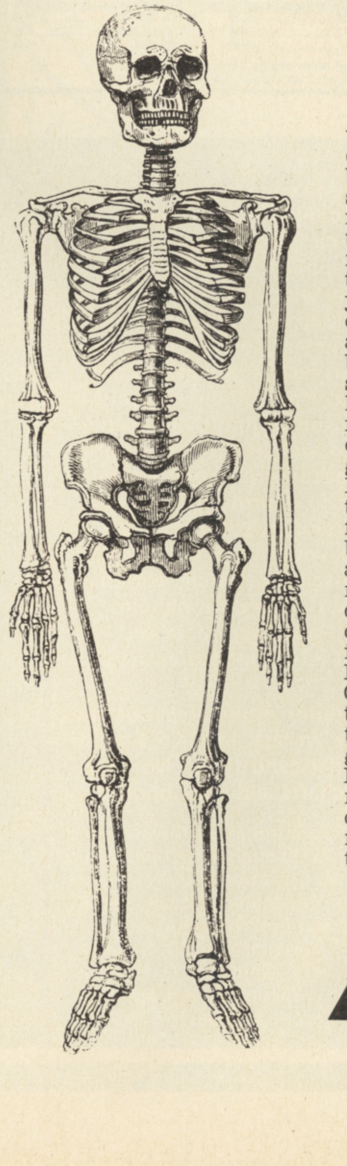
List 5: Your Major Enemy
1. The Black Priest
2. The Master of the Undead
3. A tribe of Hobgoblins
4. The King of the Beggars
5. The Witch of the Lesser Caverns
6. The King's younger brother
7. A huge red dragon
8. The Four Elementals
9. The Mad Monk
10. The Thieves Guild

List 6: Where You Have To Go
1. The Forest of Illusion
2. The Well of Lost Souls
3. Your ancestor's burial ground
4. The Pentacle of Lawlessness
5. The Temple of Skulls
6. The Shrine of Healing
7. The Circle of Destiny
8. The Island of Dreams
9. The Valley of the Leprechauns
10. The Obsidian Mountains

List 7: Where Most of the Action Takes Place
1. A deserted mine
2. A castle
3. Underground
4. A ruined monastery
5. Inside a pyramid
6. At sea
7. A palace in the sky
8. In a submerged city
9. On an island
10. In a forest

List 8: What You Need to Find
1. The Fire Opal
2. A pint of balrog's blood
3. A Scroll of Alchemy
4. The Mirror of Mind-Destruction
5. The Golden Sickle
6. The Dagger of Darkness
7. Six dragon teeth
8. The Assassin's Knot
9. The Spear of Sharpness
10. Some powdered demon horn





Although not every item works with every other one, the vast majority can be squeezed together somehow to give you a reasonable storyline. As there are one hundred million different plots contained in the above lists, you should be able to find one that you like! For example, a peasant digs up a bit of pottery with some strange writing on. As he hates his boss, he decides to run away and see what he can find out about it. He goes to visit the Loremaster. He tells you that it shows that your family once ruled your boss's land. Your boss had an evil spell cast which made every one in the land come under his power. The only way to break the spell is to find the Dagger of Darkness and take it to the Circle of Destiny. Beware though for it is hidden in the Palace in the sky and guarded by the Four Elementals . . .OK, so its not brilliant, but with a bit of tidying up, you could make it into quite a nice little adventure.

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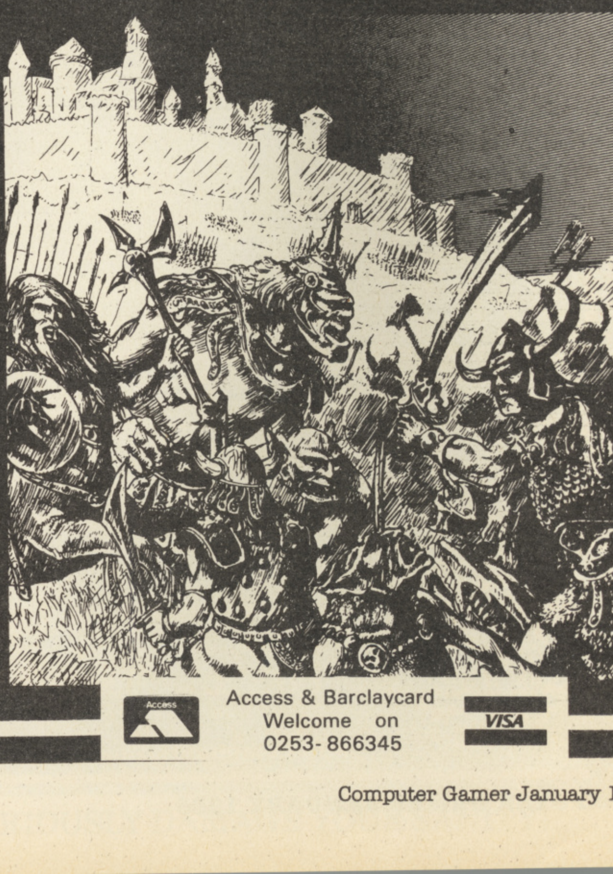

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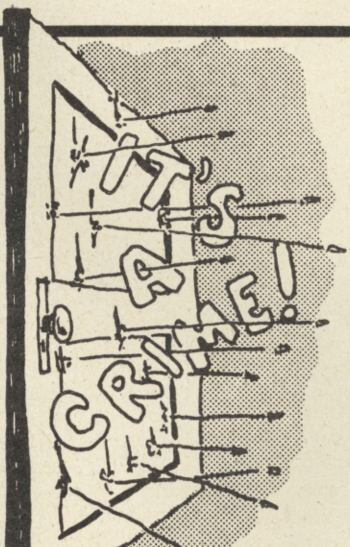

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3) LONGIB	4) PIMEVAR
5) EATDH	6)KASALBIS

Once you've solved them all write the answers on the form and then write on the back of the envelope the one object that you would take with you.

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5 6

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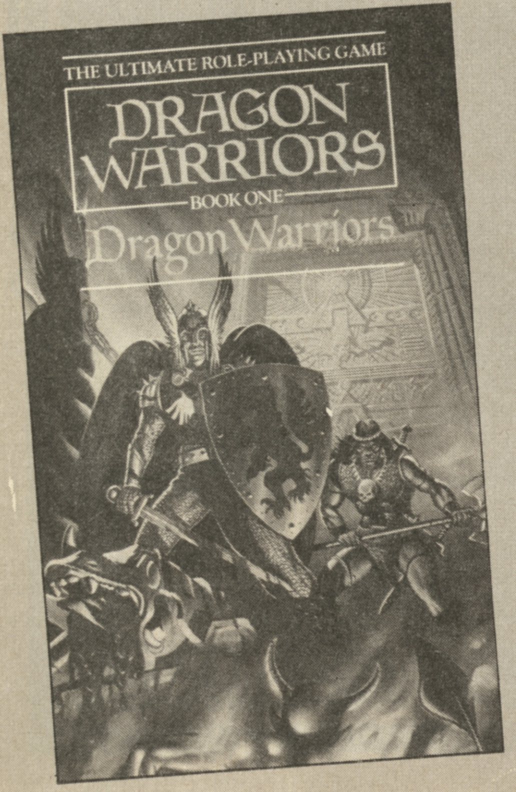
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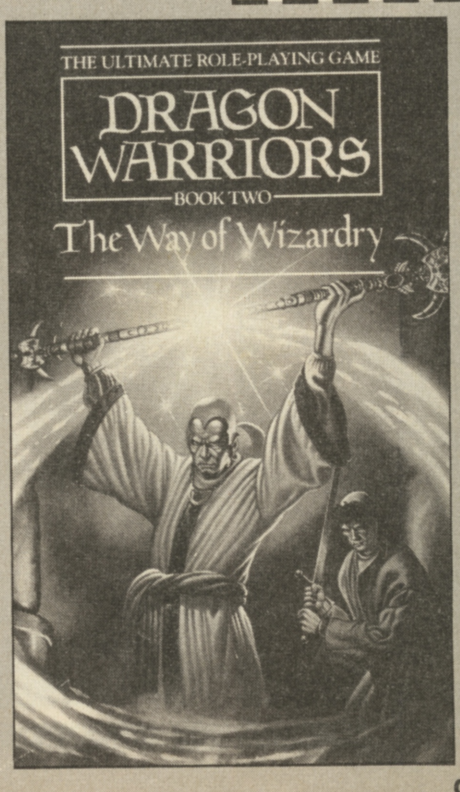
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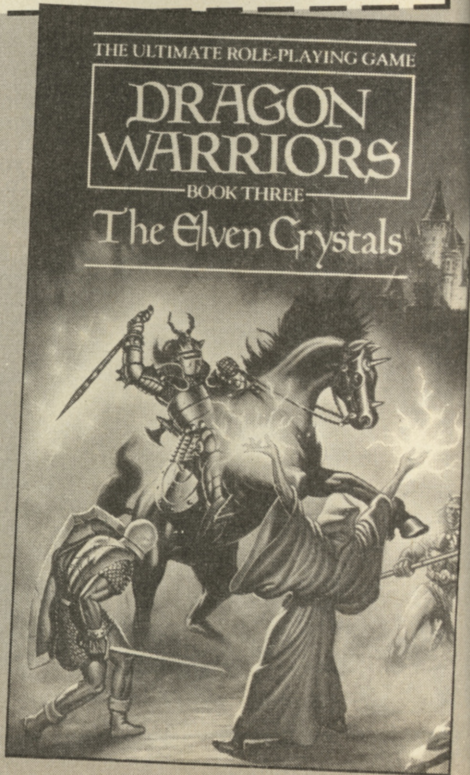
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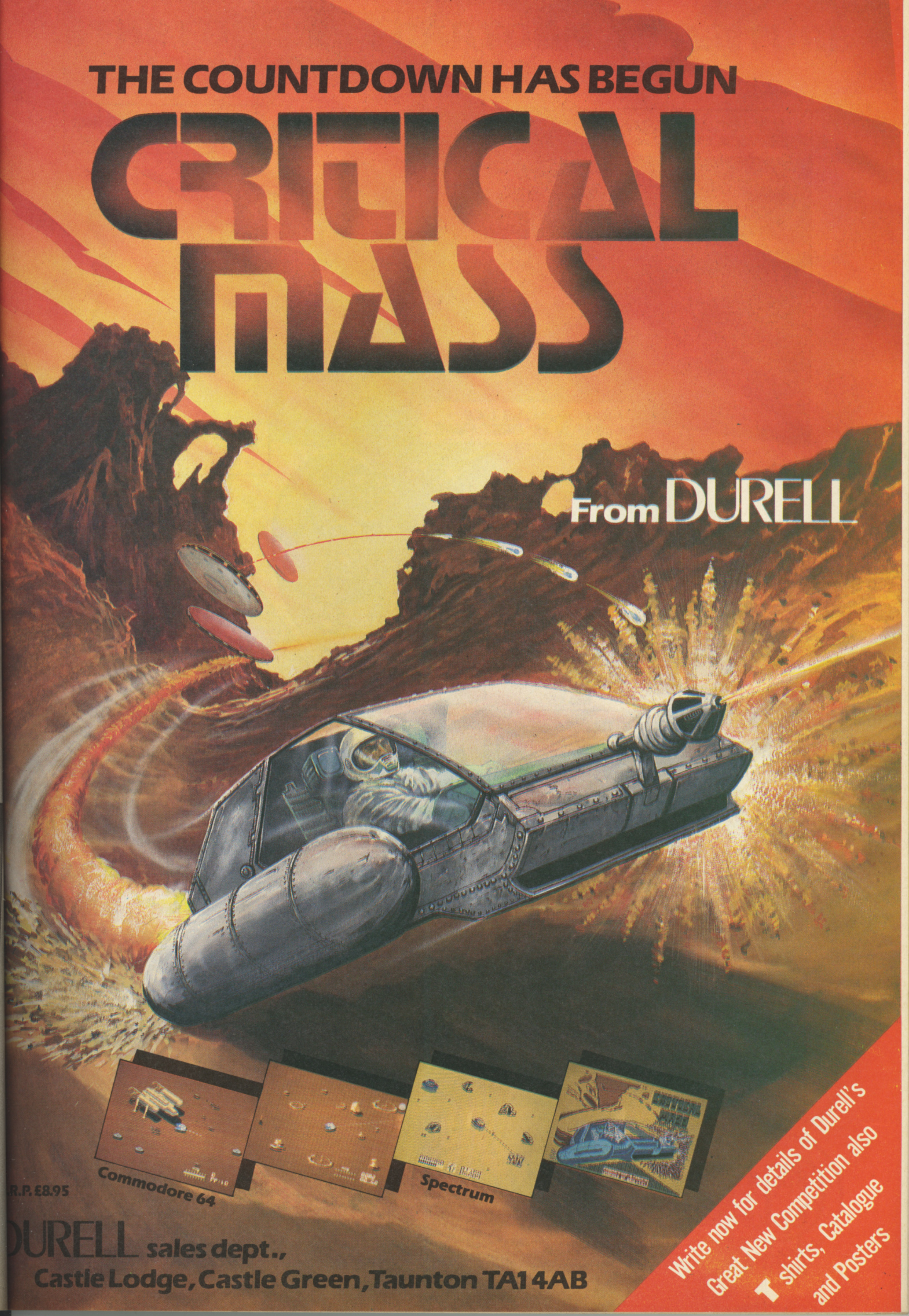

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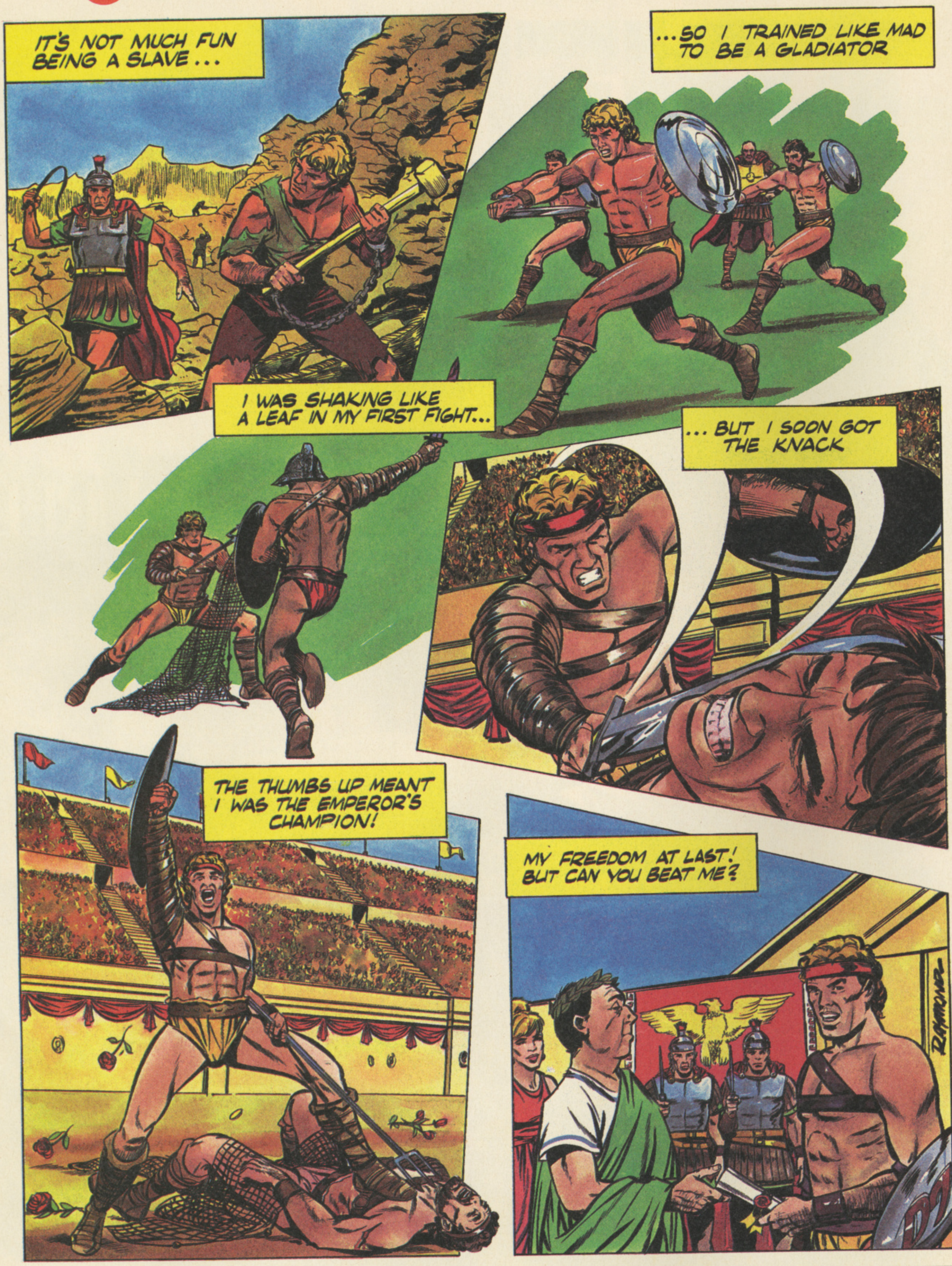
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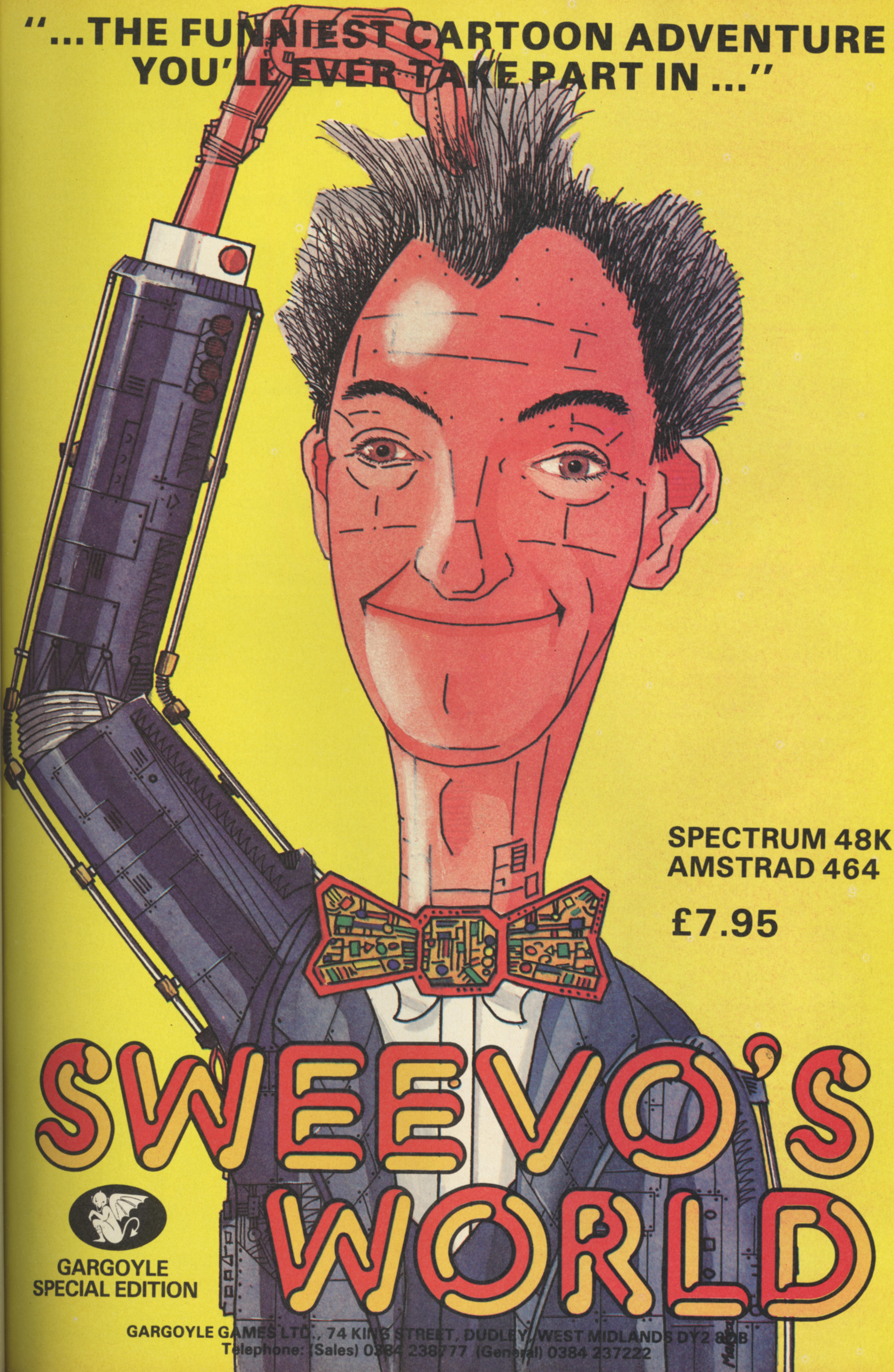
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SPELLBOUND
BY DAVID JONES
MASTERTRONIC
ADDED
DIMENSION

The main menu — keep a look out for extra options.

SPELLBOUND

Spellbound is an arcade adventure featuring window menus and superb animation all for only £2.99! Tony Hetherngton is captures by the magic of this budget gem.

Gimbal the Wizard is in trouble again. While trying out a spell to make his rice pudding taste nicer he got his just desserts.

He was transported to the mythical castle of Kahn where he is trapped by a white-out spell. Unfortunately he took you and seven other characters with him and it's your job as the Magic Knight to save the day. The resulting arcade adventure version of "hunt the Gimbal" is played using a unique system of window menus that goes under the name of windimation.

Getting started

You begin your quest on the third of the castles seven floors in a room logically called "the start room". Like the rest of the castle the room is illustrated beautifully this time with six shields and a moose head. A key is to your left.

By selecting "pickup" from the main menu (that also contains drop, examine, take and give) you add the key to your inventory.

Further investigations reveal that the key is in fact a teleport key and that "Teleport" has appeared as an option on the main menu.

This feature can provide some important clues that will help you solve the game as the effect of some objects isn't immediately obvious.

For example one object that would seem, at first sight useless, does in fact provide you with a whole list of spells.

Having explored the surrounding area, you set forth for further adventure only to die in a dark room.

In your next attempt you search for a source of light, a glowing bottle provides a temporary answer and this will guide you to the lift.

The lift is a good base to work from and is a useful place to store objects (as you can only hold 5 at any one time).

Call lift and Move lift will have appeared in the main menu which allows you to move to any floor. You try to move to the basement but this is impossible as the life is broken.

A quick thump with a hammer would do the trick but you're neither strong enough and you haven't got a hammer.

Once you've solved that little problem you can then tackle a wall that you can't climb over, a candle that explodes when you light it and a room full of gas that kills you as soon as you enter the room.

Problems, problems

As with more orthodox adventures these problems are solved by using objects that are scattered throughout the castle.

Unfortunately these aren't particularly easy to find. Some are obvious as they are left in plain view whereas others meld into the background but the really important ones seem to be in the possession of the games other characters or just beyond your grasp.

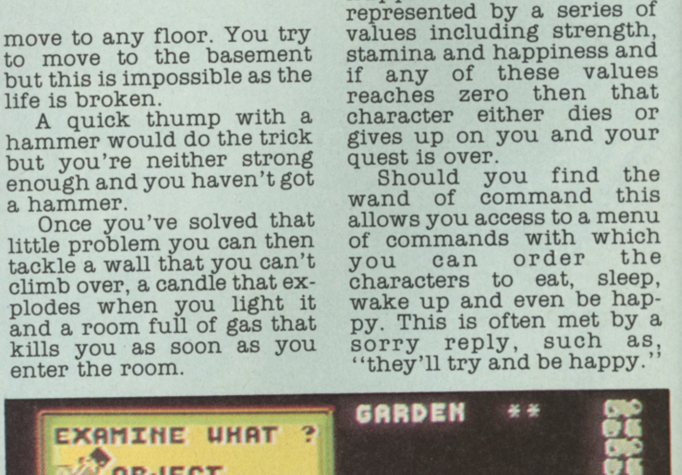
Luckily the game is literally littered with hints and tips. These range from talkative characters to objects with messages scribbled on them. There's even a book of instructions with how to play the game written in it.

A particular good source is the banshee who provides invaluable information as long as you can decipher what he says, find the objects he refers to and find him in the first place.

For example, I managed to blow myself up while misinterpreting one of his clues.

Clues can also be found about the characters that you also have to save. Not only the objects that they carry but also the ones they can use as well as their current state of health and happiness. This is represented by a series of values including strength, stamina and happiness and if any of these values reaches zero then that character either dies or gives up on you and your quest is over.

Should you find the wand of command this allows you access to a menu of commands with which you can order the characters to eat, sleep, wake up and even be happy. This is often met by a sorry reply, such as, "they'll try and be happy."



The castle has seven floors including a roof garden.

The result is not only must you attempt to solve the games logic problems you have to keep all the characters going — and that includes yourself!

Unfortunately you can't just order yourself to eat and be happy and so your games will end in exhaustion until you find a way to let another character help you.

Windimation

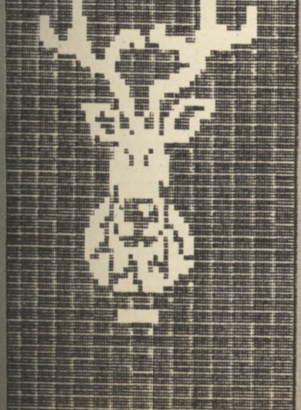
Spellbound introduces a new arcade adventure system combining window menus and marvellous animation — hence the name Windimation.

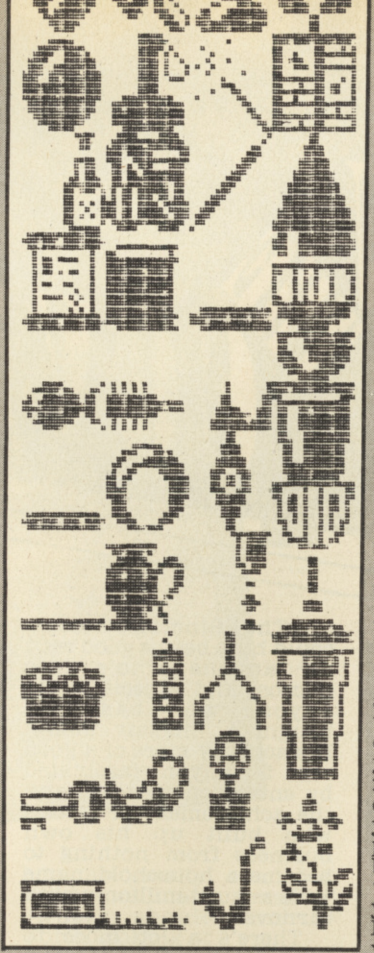
The window part of the system is a series of menus containing adventure style commands which are selected by either moving a finger to the command you need or by pressing a single key. (For example P for pickup or S to cast a spell).

Selecting some commands such as Drop, Examine or Cast leads you to a submenu. Drop lists the objects in your inventory, cast, a list of spells, Examine gives you the option of looking at an object, one of the other characters or yourself which in turn leads to the appropriate menu.

As you move through the menus your command is created at the bottom of the screen and once it is complete you can either execute or reject it if you've made a mistake.

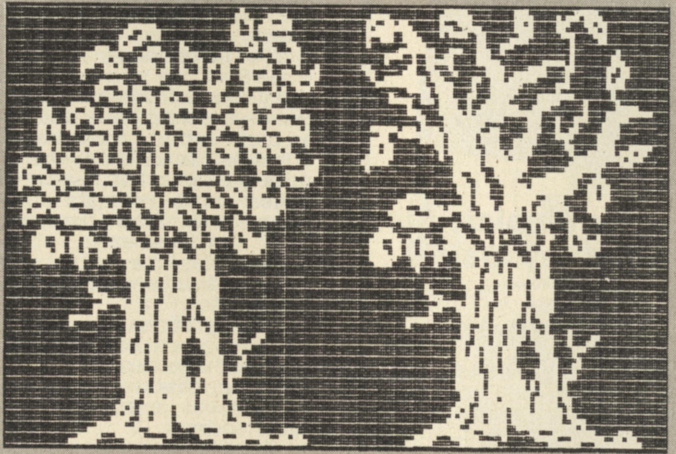
The system is easy to use and undoubtedly speeds up the action. For example the command "Give the teleport pad to Florin the dwarf" only takes four key presses.





This doesn't help you solve the game, for as with computers themselves, it only allows you to make your mistakes more quickly.

Moving our hero around the castle is sensibly left to standard arcade adventure joystick or keyboard control. Consequently he can quite happily bound through the castle at break neck speed only pausing to rummage through his menus when required.



Winning ways

The most important thing to remember when playing Spellbound is that it is an adventure. It isn't just a question of joystick timing or collecting objects there are problems that must be solved.

To solve a particular problem you may need several objects and perhaps the help of at least one of the other characters. Spells often supply the answer but they are in themselves a problem that must be solved before they can be used.

Their names provide some indication to their purpose, for example protectus fumanticus may logically protect you against fumes, but which fumes and what is needed to cast it?

Naturally you should examine and read anything and everything to collect as much information as possible that may provide the answer to one of the dozen or so problems that you must juggle at once.

Unfortunately you must also keep a watch on the welfare of the other characters not to mention your own as it's incredibly frustrating to have a character peg out just as you find the answer to a particularly tricky problem.

Therefore you should do your rounds not only to keep them all healthy but you might glean some useful leads. Sending them to sleep (if they'll take any notice of you) will slow down their deterioration but a sleeping character can't help you. Finally the characters name and description may provide some clues to their purpose. For example Samson the Strong is fairly obvious but what about Florin the Dwarf, Orik the Cleric, Thor, Lady Rosmar and Banshee and Gimbal himself?

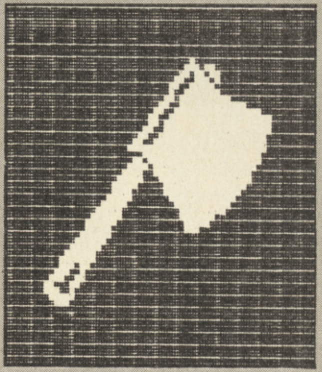
As mentioned earlier, the lift provides a good base to work from particularly if you leave the teleport pad (where you go to when you use the teleport key) in there. This means that you can quickly return to base after exploring several screens worth of castle. This is particularly important as it is vital to conserve your energy whenever possible.

In DEPTH

Conclusions

Spellbound is the first arcade adventure that contains enough depth to challenge even the hardened "text-only" freak. The puzzles it poses are both logical yet their solutions remain painfully elusive until you've found all the pieces you need.

Windimation is easy to use and keeps the action at panic level without losing any detail. The menus are clear and any mistakes are easily rectified.



The one major omission which all adventurers will curse is the lack of a save game facility. This means that if you're just seconds away from completing the game and Thor pops his clogs your quest is over and you have to start all over again. But what do you expect for only £2.99?

Spellbound would be a good buy at £9.99, I would even recommend it if it cost around £15 but since it is only £2.99 — need I say more. Buy a copy immediately before Mastertronic realise their mistake and put the price up.

PLANET RATINGS

Originality ●●●●●
Graphics ●●●●
Use of machine ●●●●●
Value for money ●●●●●

STAR RATING ☼
Supernova

57

BETWEEN THE COVERS

Jane Naylor presents her selection of this month's games books.

the sinclair story
rodney dale

The Sinclair Story
Rodney Dale
£9.95
Duckworth

Everyone has heard of Clive Sinclair, and despite the bad press he's had recently over the C5 and his company's financial problems, he is still one of the great figureheads of the microcomputing world.

Everyone knows what a Spectrum looks like, and there are an awful lot of gamers all over the country with one of their own — so I guess even before it was written it was obvious that there are a lot of you out there who might be interested in reading his life story.

"The Sinclair Story" could have been a good read for anyone who's into micros, and especially for anyone who has ever bought a Sinclair micro. It's actually more of a good read for anyone fascinated by entrepreneurialism and the achievement of a man who built up his own business from nothing to become a household name with a multi-million pound turnover.

There's a lot more to Clive Sinclair than micros, as the book makes clear. Did you know that Uncle Clive has been inventing and selling things to electronics hobbyists since 1962? Did you know that he sold the first pocket calculator, the first pocket TV and the first integrated circuit in kit form? And did you know that he and Chris Curry of Acorn (with whom he is said to have had fisticuffs in a Cambridge pub last Xmas) actually worked together at Sinclair for 14 years? Bet you didn't.

It's fascinating to read what Sir Clive was doing in the years before he came to fame (he was even acting editor of "Practical Wireless" for a time) and it puts a lot of what has happened more recently into perspective. The perspective isn't always that favourable; for example, doesn't this sound rather familiar?

"Many of you who have placed orders have had to wait an unacceptably long time. For this we apologise. All present orders will be fulfilled by . . ."

No, it's not the QL, or the Spectrum, or even the Microdrives — it's the DM1 digital multimeter that Sinclair was selling way back in 1972!

On the other hand, there is no denying the tremendous drive, initiative and invention of this self-made man. He started his own company at 22, with little previous experience, and within four years had built up sales of £100,000. He has achieved several firsts for British industry and of course we all hope that he'll soon spring back again, larger than life as usual.

Micros are only covered in five out of nineteen chapters, so you may well find parts of the rest a bit less interesting. Some of the detail gets pretty trivial at times, especially the illustrations which include an early press ad for a secretary, ghastly mug shots of just about all the Sinclair managers and Sir Clive's eight-line entry in the 1982 Mensa register. That the author is also a close personal friend of Sinclair is clear from the tone which borders on the starry-eyed in places.

At £9.95 it's a bit on the pricey side, but you always have to pay more for hard covers. I think It might have been better to have issued it in paperback so that more micro owners with a limited budget could afford it.

That said, it's a lovely story well told and makes interesting reading.

Adventure Programming on the Amstrad CPC 464 & 664
Steve Lucas
£7.95
Argus Books

Well, we had to review an Amstrad book, didn't we, since around 50 per cent of all new titles being published at the moment seem to be for the 464 and the 664!

This book is published by Argus Books, sister company of the publishers of Computer Gamer. It's aimed mainly at people with a reasonable knowledge of Amstrad BASIC and is designed to appeal to those who have progressed from keying in listings and who want to write their own adventure programs. The author starts by explaining the principles of writing adventure games and he includes some advice on

ARGUS BOOKS
ADVENTURE PROGRAMMING ON THE
AMSTRAD
CPC464 & 664
STEVE LUCAS

games writing in general. For example, he stresses the importance of planning in advance with a pencil and paper, and he illustrates how to design flow charts and use them as the logical basis from which to code.

Three adventures are included, serving both as illustrations of the author's programming advice and also as games in their own right. The Wizard's Quest is a traditional, text only game; Snow White is based on the traditional fairy tale and features full high-resolution graphics for each location; and finally A Journey Through Space will be welcomed by beginners because it can just be keyed in, saved and then played without further ado.

Everything is carefully explained and laid out to be as easily understood as possible. The coding is boxed in so that it stands out clearly from the text when keying in, the workings of each routine are explained immediately afterwards and this is followed by a line-by-line breakdown of the logic.

It's a nicely produced book with an eye-catching cover, some stylish graphics design and just about the right number of illustrations: not so many as to be obvious padding but enough to give the feel of a subject which is, after all, very visual. Unfortunately the dot matrix listings are very dark and rather blobby in places, and on a few pages of my copy the printing was a bit smudged.

There is a lot packed into this book. The author obviously knows his stuff, has an easily readable style, and many Amstrad owners should find it worth looking at.

Microcomputer Game Design
Michael Rigg
£6.95
Sigma Press

Here's another book on how to write games, but it's slightly different in that it is not machine-specific. The Spectrum is mentioned quite a lot and the author seems to be familiar with the BBC too, but it is meant to be applicable to any computer and even to many languages.

The trouble with this approach is that it necessarily means that the text has to be very general and there is a danger that in trying to be all things to all men (or women!) it may end up being a bit too woolly to be of particular use to anyone.

The idea is that the author explores the theories of writing games programs with a view to enabling people to then apply the principles to their own situation. So far, so good, but I wonder how relevant most readers would find extracts from the "Newsletter of the Association for Child Psychology and Psychiatry", discussions of the theories of Piaget and explorations of the Westen world's manipulation of the visual image!

There then follows a brief look at the nature of the main programming langauges COMAL, PASCAL LISP and Prolog, followed by a short introduction to machine code.

Eventually we get on to programming games, and the next chapters discuss the principles of sound and graphics, and writing adventure and arcade games, with a few simple routines given in the text. The trouble is that of course there is a big difference between the ways you handle sound and graphics using the BASICs of, say, the Commodore 64 and the BBC Micro. However, once you have got the idea you should be able to adapt it to your own purposes.

One complete listing is supplied at the back. This is the skeleton of a quiz game that can be built up to any level of complexity that is required and how to develop it is discussed in chapter 2.

As a broad introduction to the subject the book serves a purpose. But there is not a lot of meat in it and there are plenty of more useful books on this around.

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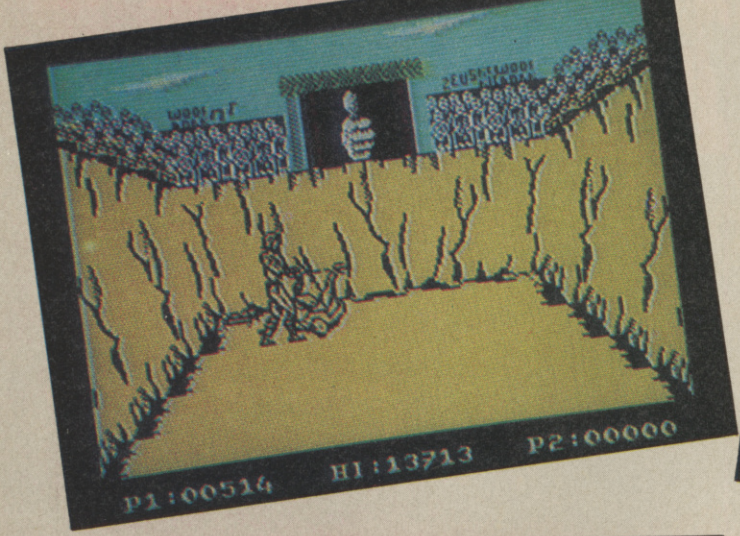

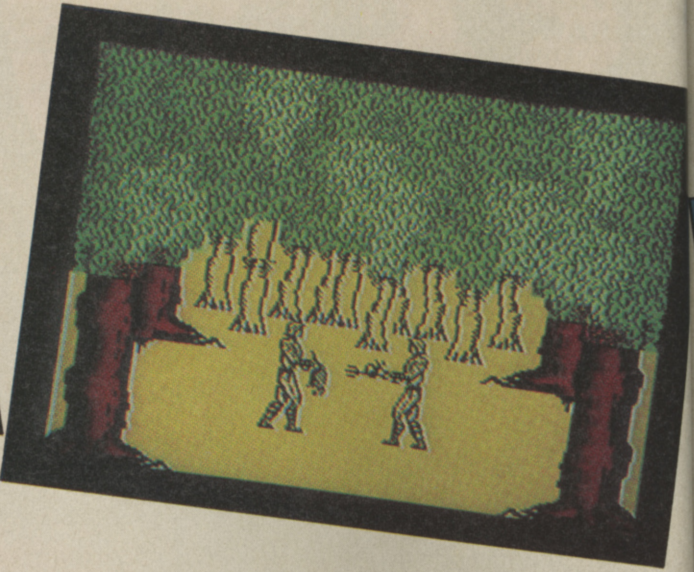

Eecaans Star Guide

Black Hole —	●	This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.
White Dwarf —	◐	This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.
Bright Star —	○	Like your sun, games given this description will be bright and interesting and will support intelligent life.
Red Giant —	⊕	Brighter than a bright star such a game will have an outstanding feature or game system.
Nova —	☼	If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.
Supernova —	✹	This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!
Nebula —	◌	Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

Originality — How original is the game? Is it a completely new idea or is it the 83rd version of Pacman.

Graphics — Do the Graphics amaze your friends or send them to sleep.

Use of machine — does the game push the machines hardware to the limits or was it written in three lines of Basic.

Value for money — Is it daylight robbery or a steal?

Game symbols.

These symbols indicate which category the game belongs in. It is however possible for a game to be in more than one group in which case more than one symbol will appear by the review.

Adventure
Action
Simulation
Strategy
Sports
Wargame.

Number of players minimum/maximum

Joysticks required/optional.

Title: **Gladiator**
Computer: **Spectrum**
Supplier: **Domark**
Price: **£10.99**

Life as a slave isn't particularly great. What with working apalling hours for no pay — hardly the life of the young executive.

Getting out of slavery is even tougher as the only way is to enter the gladiator business which has a habit of quickly turning slaves into dead slaves.

You are a slave in ancient Rome and you've just decided to become a gladiator. Your ambition is to win enough fights to become the Emperor's champion.

The games instructions suggests that you begin your training by watching two gladiators cut each other into little pieces. Then your suposed to tackle a stationary opponent in order to practice the 25 possible moves!

Unfortunately Gamer reviewers don't like to take the back seat for long and soon I was being killed by a variety of opponents and weapons.

Choosing your weapons is as important as the fight itself so you should take some tme to decide which three of the 45 possible shields, nets, spears, swords, daggers and tridents that you'll do battle with.

I found waving around 2 tridents a useful start to the games the early opponents seemed quite keen to leap onto them giving me the thumbs up sign from the Emperor. This success came to an abrupt halt when I met an opponent carrying a spear as well. Still it gave me a chance to see some of the backgrounds that you fight on.

My favourite is undoubtedly the gladiators pit which is surrounded by an enthusiastic crowd that yell out helpful coimments such as KILL, Maim and the occasional BOOOO!

Once the bout is over and at leasy one gladiator lies in a crumpled heap the Emperor gives his decision. Thumbs up and you live to face another opponent, thumbs down and your game is over.

It will take quite a few games to learn all of the 25 possible moves that are performed by pushing the joystick in one of eight directions with the fire button pressed once or twice.

Unfortunately most Spectrum joystick interfaces only have room for joystick so the players will have to fight for it before the game begins.

Gladiator is a natural progression from the kungfu variety of games and although I enjoyed the variety offered by the choice of weapons perhaps there were just too many moves to learn.

If you've conquered karate and your ready to enter another arena then Gladiator will meet your challenge.

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Bright Star ○

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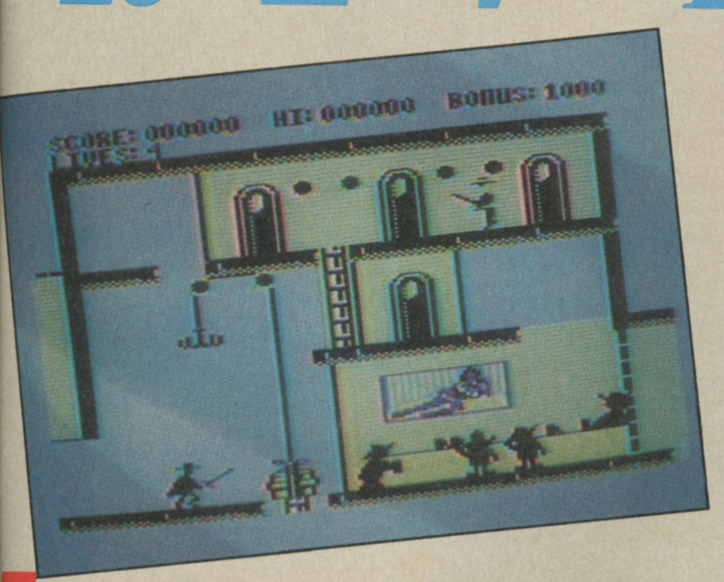


Title:	**Zorro**
Computer:	**C64**
Supplier:	**US Gold (Datasoft)**
Price:	**£9.95**

Zorro is back! Fans of the Saturday morning hero will leap to their computers to join the fight against oppression.

This time the oppressed is a beautiful Senorita who has been captured by the Evil Sergeant Garcia. Naturally you leap to her aid to rescue her from Garcia's evil clutches.

Leaping is something that this acrobatic hero does a lot of. He leaps from rooftop to rooftop, from rooftop to the ground and even from the ground to the rooftop! If that wasn't enough you can climb along ceilings and even use a sofa as a trampoline.

However you will need all of these uncanny skills to defeat Garcia's guards and solve the puzzles that will lead to the Senorita.

A quick flurry with your trusty blade will despatch most guards, leaving behind the famous Z, but the puzzles are a different matter. These involve juggling the various objects that you will find which will lead to more objects and those onto other puzzles.

Unfortunately it will take me some time to solve all the problems and I fear that the beautiful Senorita will have died of old age by the time I finally get to her.

A superb game that will appeal to all swashbucklers.

T.H.

PLANET RATINGS

Originality	●●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●

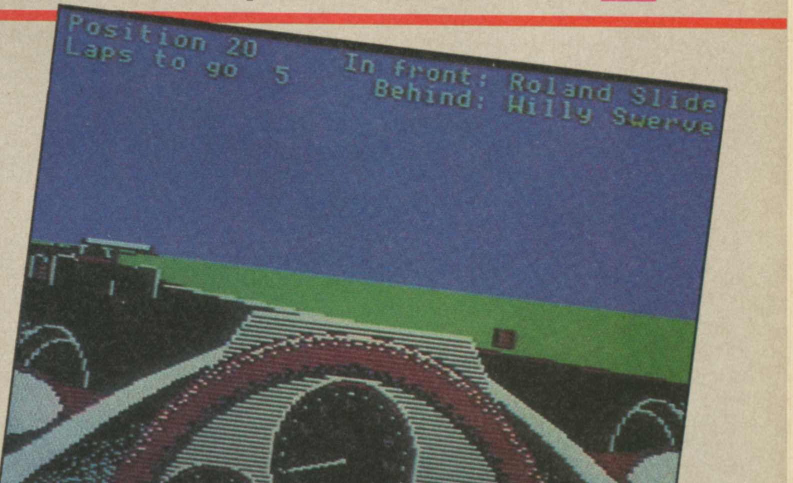
STAR RATING
Red Giant

Title:	**Revs**
Computer:	**Commodore 64**
Supplier:	**Firbird/Acornsoft**
Price:	**£11.95**

After the rave review of Revs in a previous issue of Gamer, the game went on to be a terrific success on the BBC Micro. Since then, the Firebird/Acornsoft unofficial partnership has proved fruitful yet again with the Commodore version of an enhanced version of Revs.

Revs is the ultimate Formula three racng game, more of a simulator than a game. It was written by Geoffrey Crammond — who wrote one of the finest aircraft simulators available for machines of this type in Aviator. Since then, after consultation with the (now no longer with us) Acorn F3 racing team, he went on to use his expertise in 3D graphics and simulations to produce Revs.

Revs is different from most racing games, in that it is as near perfect as it is possible to be. The tracks (Brands Hatch and Silverstone) are perfectly proportioned on the bends and even the hills. It is difficult to appreciate just how real it actually is until you have raced the circuit for real. I went through the Brands Hatch racing school up to Intermediate grade on Formula Ford 1600s, which is the next formula down from the cars being simulated in this game. So when I went around the Revs version of Brands there was an incredible feeling of deja vu. As anyone who has raced Brands for real will tell you, the best part is when you have zapped down the straight, cleared Paddock Hill Bend, and look right down the hill and into the valley that curves up towrds Druids. It ws really at this point that the realism of it began to get a bit un-nerving. After clearing Druids (dead easy if you know about the late clipping point — for real that is), then down towards the left hander at Graham Hill Bend, it was here that I had problems, normally in a car, especially if it's a bit wet and there are other cars on the circuit, there is so much muck thrown up in front of you and covering your helmet that you have to look out of the sides of your car to judge where you are from the landmarks. And all timings for curves are taken from landmarks, bits of overlapping tarmac, tufts of grass, signs, and trees etc. specially trees. So when I come down the hill after Druids, caregul not to complete the tuen to be ready for the left hander, I look forward to the tree that I expect to be there — and it isn't! Thus I embarrasingly fly off the track — luckily the only time I have at Brands, at least this way it is a bit cheaper!; This time it is a case of too much realism combined with not qutie enough.



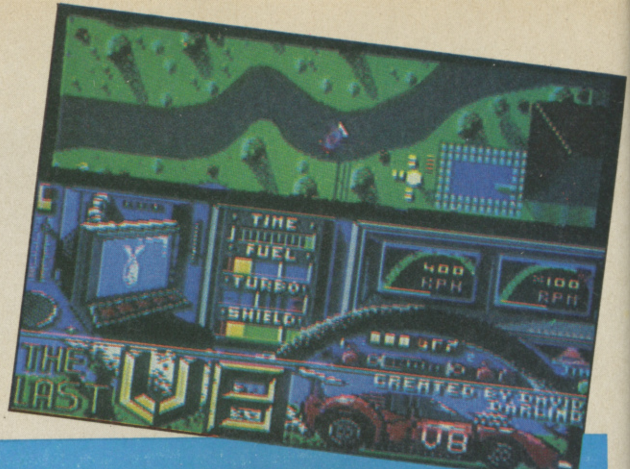
The Acorn documentation is very good, though I think that the changes for the C64 could have been a bit better, especially the screen shots that are obviously from the BBC. The Brands hatch section has a bit of a 'tacked on' look as the BBC version only had Silverstone due to memory limitations.

In all the package is brilliant and a must for any computer racing fan. My only complaint is about the control methods — which stick — but I'm sure that people will manage. **MR**

PLANET RATINGS

Originality	●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING
Nova



Title: Citadel
Computer: BBC
Supplier: Superior Software
Price: £11.95/£9.95

Remember Castle Quest? Yes, good, because Citadel is everything that Castle Quest was and more, and more, and more.

The format of the game is from screen to screen with horrible nasties, and obstacles everywhere. Your little man can move in four directions along with shooting and an action key that, depending on context does a number of things, but is mainly reserved for jumping. Three different key layouts are provided, along with a joystick option. This initial section also has a demo of the forthcoming Speech! program from Superior Software, a software speech system. This announces 'Superior Software Presents Citadel' in glorious Dalekese.

The game has around 100 rooms and dozens of puzzles to solve in a similar manner to Castle Quest. I can't help comparng it to Castle Quest, because they are so similar in some ways, but they are really two completely different games, because Citadel is so much more complex and better.

The object of the game is to get a set of crystals, use a telesport in the citadel, go to the bad guy's planet, and return — destroying his evil works. Got all that? Good, because there's more, as a sideline Superior are offering £200 for the first person to score a maximum of 99 points, and £100 to the first person who reveals the locaton of two of three secret crowns that have been hidden in the game.

On top of all this you have to watch your energy, or try to find some more secreted in little flaskes all over the castle.

The problems range from the simple, how do I bounce over there, to the complex use of a number of different objects.

This game is extremely good, the speech gives the loader a nice feel, and it's good that there is no speech in the actual game (it leaves more memory for the game). The graphics are very good and the animation is fairly smooth. Well worth the cash. **MR**

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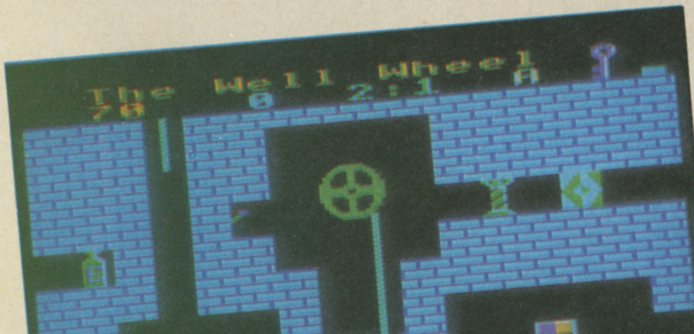


Title: The Last V8
Computer: Commodore 64
Supplier: MAD Games (Mastertronic)
Price: £2.99

The Last V8 is one of the most addictive, impressive, and difficult to play games that I have come across in a long time. With most games, you sit down to review them and after a short length of time you get the hang of it. Playing almost every different game that comes out gives you a bit of an advantage over most people. Not so with The Last V8, it took me an hour and a half of solid playing plus a few rests to nurse my tortured wrists, before I even completed the first level.

But, back to the game. the scenario behind V8 is that a global (nuclear) war has obliterated the earth, however you (being a scientist in underground laboratory) survived. Seven years later you go out onto the surface to search for survivors in your own pet project — a racebuilt 1980's vintage sportscar complete with a turbocharge, 940 bhp, 410 Kph, engine. You also have all the technology that 2008 AD can provide, along with an appropriate amount of radiation shielding.

But!, one of the old atomic bombs that go off from time to time is about to blow "V8 return to base" says the beautifully (software) synthesised voice. So the scene is set and you have to return to base before your time runs out and the bomb blows up.

To do this you must maneouvre your V8 down a road surrounded by luscious vegetation (this stuff must be fairly hardy after all the hassle it's had from nukes etc?), of course driving into anything results in your car being destroyed — only one life, so it's back to the beginning.

After a 2.5 Km trip you find the lift down to your underground cavern.

At this point, I would like to commend the graphics of section one, however, after the related devastation of the world, it does seem a bit off to have nice — undamaged — houses complete with swimming pools, to line the roads, perhaps neutron bombs were used instead of the dirty type. Though the instructions talk about the nuclear winter, which is only caused by the dirty bombs and not the ER type. Ho hum, back to the plot.

Once inside your underground base, you no longer face the threat of the bomb, though there are hazards of a different kind. You have to drive your car through numerous underground caverns to get back to your base. I think that this is a bit of a map making game, as you have to plot a way through without going into any of the radiated zones. Do this and you shields start to decrease, get to zero and, yes you guessed it, you get killed. What happens after this I don't know as I always seen to die when I get to 1.5 Km to go, I'll tell you what happens when I finish the game in next months hints section, because this game is going to need a lot of hints!

Generally, the game has brilliant graphics and turbo loader loading screen. The speech synthesis is very good, though it took a few goes before I realised what "Avoid radiation zones" meant on section two. The music is extremely good and it soon gets to go through your head at the oddest times.

Full marks to Mastertronic. Their MAD range has certainly got off to a good start (see the in-depth review of Spellbound for another MAD game), I certainly wouldn't mind paying an extra £1 to get extra quality such as this. **MR**

PLANET RATINGS

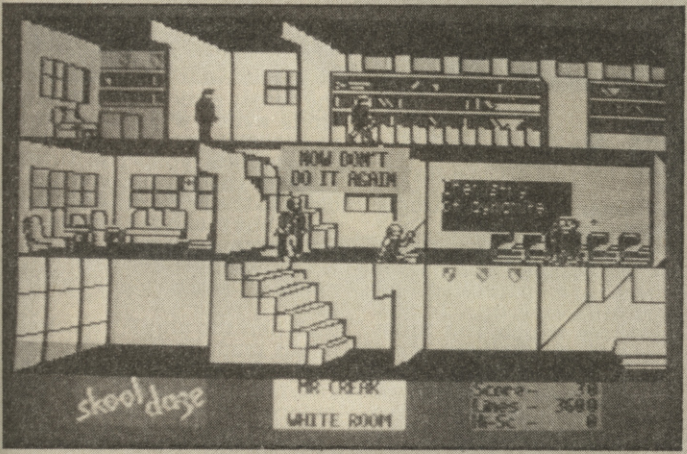
Originality	●●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●●

STAR RATING
Nova ☼

Title: Skooldaze 64
Supplier: Microprose
Computer: C64
Price: £7.95

The blackboard jungle of chalk and talk forms the background to this desperate tale of Eric's race to get his school report before the headmaster sees it.

Eric is an ordinary schoolboy in an ordinary boys' school but he must do extraordinary things if his mission is to succeed. First, he must set all the school shields flashing to dazzle the teachers who will each disclose their secret letter of the combination which opens the school safe. Then our hero must get the report from the safe and stop all the shields from flashing again.



When you realise that some of the shields are too high for Eric to reach, even when he jumps, the horror of his predicament becomes obvious. The only way to reach the shields is by knocking down one of his fellow pupils to stand on or by knocking down a master and bouncing a pellet from his trusty catapult off the teachers head. It's bad enough if one of the masters catches him doing his impersonation of a kangaroo let alone these nefarious acts. The result could be several hundred lines and, if the total exceeds 10,000, this leads to expulsion and the game ends.

Eric is also in trouble if he is caught lying down after a hit from another boy's catapult or if he is found wandering about when he should be having lessons.

The school day consists of short lessons and long playtimes. The school swot is in Eric's class so he can always follow the swot if he is unsure where he should be. The swot is a pain in the neck who cannot tell a lie and snitches on anyone who misbehaves. More lines for Eric! There is also a school bully, hit him if you dare.

At some time during this activity Eric must hit all the shields. When this is done he must knock down each teacher in turn to get the combination. The history master is a doddering old fool who can only remember his name if he sees his birthdate written on a blackboard. Being hundreds of years old, he was born in the year of a famous battle, the Battle of Hastings for example. If you pay attention during class he will reveal when this was and Eric can then be made to write his date on a clean blackboard and the letter will be disclosed.

The next task is to guess the order of the letters given that the head's letter always comes first. Each guess is written on a clean blackboard, then Eric must run to the staffroom to jump up and try the safe until the correct combination is found.

The school is a veritable ant's nest of activity and the graphics are very well done, if lacking in a range of colours. The school covers about three screen widths and the scrolling leaves a lot to be desired. As Eric reaches the end of one screen it jerkily moves across to reveal the next part of the school.

All of the main characters' names can be changed at the start of the game to suit your own circumstances adding deeper meaning to the game.

I would strongly recommend this game as a worthwhile addition to anyone's collection. **ED**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING ⌖
Red Giant

Title: Z
Supplier: Rhino
Computer: C64
Price: £9.95

Before we go any further the game is called "zed" not "zee". Having cleared that up I can go on with a clear conscience. Z owes a lot to Time Pilot but is different enough not to let that worry me. As your spacecraft glides over a super smooth scrolling landscape, which is very reminiscent of Hewson's Paradroid graphics, wave after wave of alien fighters fill the skies around, spitting little balls of energy. As you collide with these missiles or with an enemy ship your energy level falls until you can take no more and your ship disintegrates.

The aliens come in waves of about twenty at a time and for each ten you destroy an energy unit appears. Blasting the unit releases a capsule which you must then persue and capture. This gives a nice fat bonus score and also an energy bomb.

Somewhere in the alien complex is a transporter unit with a surrounding force barrier through which you can blast holes so that you can escape to the next scenario. According to the cassette insert there are only four scenes to the game though I counted at least six: the alien complex, countryside battle zone, lunar landscape, the island battle zone, another alien complex and the pitch black nightflight.

With each new level comes new and more terrifying craft. The second level has flying saucers which will hound you and fire homing missiles which you can only try to outmanoeuvre. Level three has large mother ships which take ten direct hits to destroy and they too fire homing missiles, a deadly foe indeed. Colliding with a mother ship is deadly unless you have a very high energy level or you have already succeeded in weakening it with a few hits.

Assuming you survive long enough to blast a hole in the moving force barrier and that you can steer your ship through into the transporter, you will eventually meet one of the two screens in which the alien control ship will eventually appear. These screens have no transporter unit and the only way to escape is by hitting the control ship five times with the energy bombs that you have collected prior to its appearance.

The screen described in the text as the final screen is a nightflight which incorporates all of the alien craft on a pitch black screen which lights up when you are hit to reveal the island battle zone landscape. Successfully destroying the control ship when it appears takes you back to the first level but at a higher difficulty level.

The game is fast moving and kept me on my toes. As an unpretentious zap-em-up it is excellent value and the graphics give it added dimensions. **ED**

PLANET RATINGS

Originality	●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●

STAR RATING ○
Bright Star

Title: **Desert Fox**
Supplier: **US Gold**
Computer: **C64**
Price: **£9.95**

Rommel is once more on the prowl in this pseudo strategy game set in the North African desert. Your mission is to secure fuel dumps before the German troops reach them but their are many perils on the way.

The game is icon driven in map mode with action screens where necessary. The map shows the supply of dumps and Rommel's position. Selecting the Zoom icon allows you to check the fuel dumps to see when a german attack is expected and you must reach that dump before they do. In your path lie hazards such as Stuka plane or Tiger tank attacks, minefields, ambushes and convoy attacks.

Moves are made by selecting the radio icon which will tell you the hazards which you can expect in your chosen direction. This is communicated in synthesised speed which consists of single words such as Stuka, Tiger or Rommel.

As you meet an obstacle the screen switches to the relevant action screen. For the Stuka and Tiger attacks you must destroy all of the tanks or planes before they destroy you. Their attacks come from all sides and a radar scope shows their current position. By rotating the tank you can bring them into view and start trying to blast them off the planet. Of course, they strike back and a damage panel records how much of a beating you have taken.

When your energy runs low you can restore the level by reaching a dump or by entering a minefield if supplies are too far away. The minefield is a desperate move because you can cause more damage than you reapair if you drive over a mine instead of blasting it with your gunfire.

If an ambush is reached you have to drive down a straight canyon blasting mortar as you go until you reach the end. This is a rather boring phase and I soon tried my best to avoid ambushes wherever possible.

Convoy attacks can be useful if you win the battle. One of your supply convoys is under attack from enemy aircraft which are, in turn, being attacked by spitfires. Shooting down enemy planes scores points but hitting a spitfire loses you three times this amount. Scoring over a certain amount determined by the level of play allows you to buy time for a preselected dump.

There are day, night, dusk and dawn sequences running through the game. The enemy are easily spotted in the day but as night falls they blend more with the background and become difficult to see.

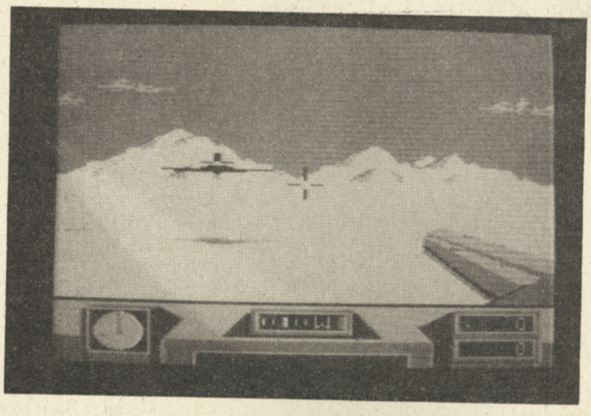
Rommel will hunt you down as you travel and if you meet him pray that you have taken little damage. His tank takes eight hits before it is destroyed and his driver goes like a maniac. A nice fat bonus awaits the victor of this duel but few heroes survive.

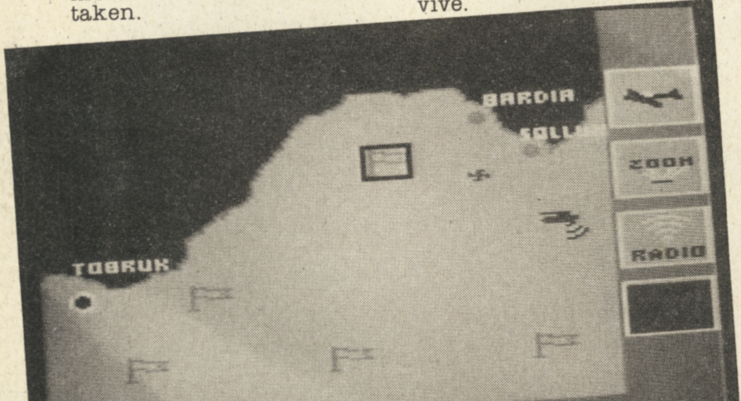
Fans of Beach Head will probably enjoy this game though I must say that Desert Fox is nowhere near as challenging. Personally I was not really impressed with the gameplay though the graphics are very well done indeed. **JG**

PLANET RATINGS

Originality	●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●

STAR RATING
White Dwarf





Title: **Sabre Wulf**
Supplier: **Firebird**
Computer: **C64**
Price: **£7.95**

Sabreman is in the jungle and he must find all four pieces of an amulet if you are to escape. The forest paths are patrolled by various vicious, forest creatures which you must fend off or kill with your sword. Most of the animals will disappear in a puff of smoke but elephants can only be frightened away but they will return so be prepared to dodge.

The sketchy sleeve notes claim 3D graphics but they are rather flat looking and a little less superb than they would like you to believe.

As you wander through the maze creatures materialise and if you're unfortunate enough to be in that particular spot you will lose a life.

Wulves lurk in caves in the forest and there are orchids which will cure you, re-energise you or simply disorientate you. The first piece of the amulet is quite close to the beginning of the game but it can take quite a few attempts to reach it and learn the tactics of the game. Death comes swiftly here.

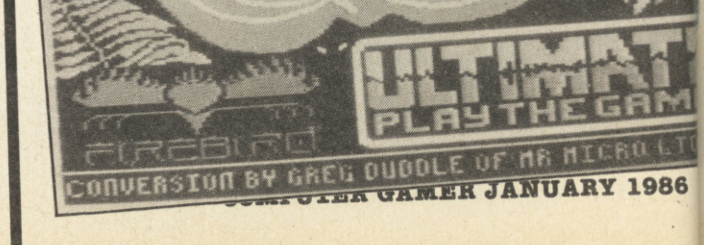
When the amulet is once again made whole you can pass the entrance gate to freedom, if you can find it before you are killed.

The game is a fairly ordinary but fast maze program and only perseverence will enable you to win unless frustration sets in. **JG**

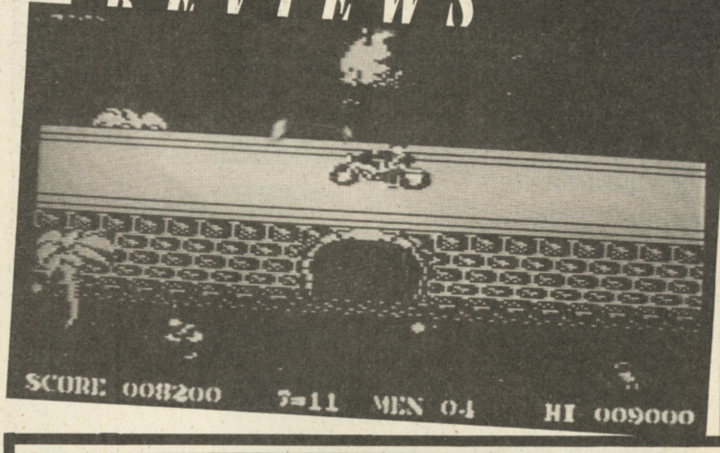
PLANET RATINGS

Originality	●
Graphics	●●
Use of machine	●●
Value for money	●●●

STAR RATING
White Dwarf



REVIEWS



Title: Commando
Supplier: Elite
Computer: C64/Spectrum
Price: £7.95

In the official version of the arcade game of the same name you are Super Joe whose mission is to destroy the advancing rebel forces. Armed only with a M60 machine gun and six grenades you storm the first of ten levels.

You will have to be quick on the fire button as the enemy are lying in wait in dugouts, behind sandbags and in outposts ready to hurl bullet's grenades and even bazooka and mortar shells at you.

Luckily you can add to your depleting grenade stock from each defeated outpost.

Bonus points can be scored by shooting two guards that are escorting one of your comrades (I always manage to shoot my man) and by grenading various helpless people on motor bikes (very rewarding).

The 64 version is excellent with superb graphics and a stirring tune to keep you going.

Unfortunately the Spectrum conversion is a shadow of not only the C64 version but bears little resemblance to the original. Obviously the Spectrum's hardware limits what can be done but I have seen better Spectrum conversions of games from US Gold, Gremlin Graphics and Melbourne House.

PLANET RATINGS
C64 Version

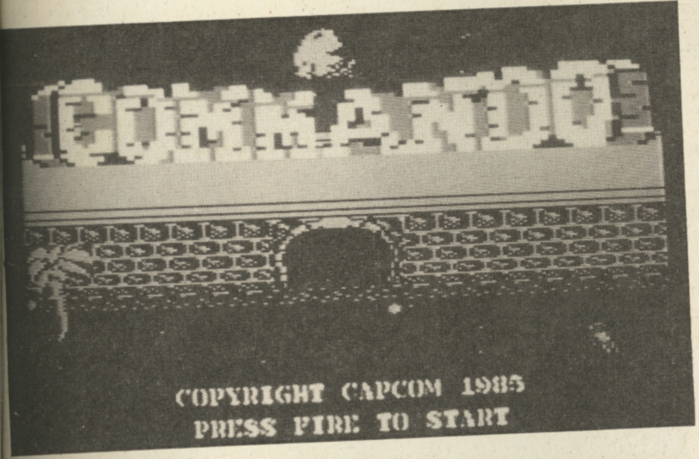
Originality	●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Nova ☼

PLANET RATINGS
Spectrum version

Originality	●●
Graphics	●●
Use of machine	●●
Value for money	●●

STAR RATING
White Dwarf ◒



Title: Bounder
Supplier: Gremlin Graphics
Computer: C64
Price: £9.95

Bouncing a giant tennis ball along a path hundreds of feet above ground level may not sound the most exciting scenario but Bounder is a ridiculously addictive game.

In theory it's just a question of bouncing the ball on the grey paving stones and jumping over or around any obstacles. However its almost impossible to do and therefore incredibly frustrating which compels you to have "just one more go."

Your problems are aggravated by the weird and wonderful selection of nasties that are thrown against you.

There are missiles to explode you, darts to burst you or impassible walls to trap you and a fiendish range of deadly traps. These are laid under stones marked with giant question marks and lure you to them by the promise of bonus points or extra lives. However some contain mouths that will chomp you or even two boxing gloves that appear and pound you. At the end of a run which consists of several screens is a bonus screen where you can leap about harmless question marks racking up the bonuses until you run out of jumps. Unfortunately there's always a catch as to get the jumps to get the bonuses you have to risk the question marks on the main screens.

Ten levels of "fun" make this torture excellent value for money. **TH**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●●●

STAR RATING
Nova ☼

Title: Panzadrome
Supplier: Ariolasoft
Computer: Spectrum
Price: £7.95

The Panzadrome is an island packed full of vicious robot tanks. Your mission is to destroy it. Unfortunately you begin your mission outnumbered by over 200-1 and definitely outgunned.

You start at one of the islands factories that are spread throughout the landscape and are essential to your success in the game as it is to them that you go for quick repairs and for upgrade kits which can rapidly convert your puny tank into a killing machine.

However it will take you several tanks worth of game to fight your way past the other tanks and gun emplacements to find another factory. Here you replace your single shot cannon with real gun as well as patch up the inevitable damage before heading back into battle.

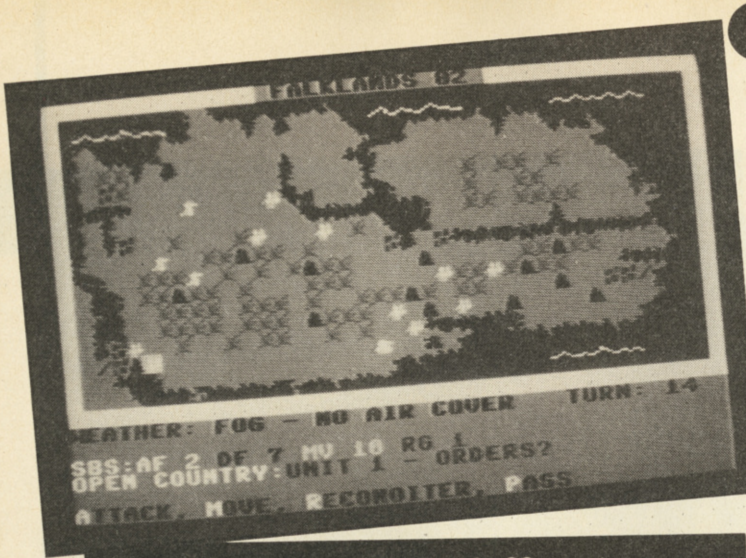
Fight your way through to a second factory and you might find a mortar attachment, turret mine layer or perhaps a polycrete module that is used to fill in the craters that are now peppering the island. This may seem a little strange as your supposed to be destroying the island but a crater always seems to block the path you want to use. If such a departure from the normal mindless destruction makes you feel uneasy, you can always shoot up the path and the surrounding area after you passed through.

This relaxing mixture of strategy, arcade skill and mindless violence is sure to be a success. **TH**

PLANET RATINGS

Originality	●●●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING
Bright Star ○


FALKLANDS 82
WEATHER: FOG - NO AIR COVER
TURN: 14
SBS:AF 2 DF 7 MV 10 RG 1
OPEN COUNTRY:UNIT 1 - ORDERS?
ATTACK, MOVE, RECONOITER, PASS

Title:	**Falklands 82**
Supplier:	**PSS**
Computer:	**C64**
Price:	**£7.95**

It was perhaps inevitable that a computer wargame would be based on the Falklands. Now is not the time to debate the ethics of this or of wargames in general but be prepared for a lump in the throat when the message 'HMS Sheffield hit — she sinks'' appears on the screen. Having said that it is an excellent game.

The game is almost exclusively based on the Northern part of East Falkland and simulates the problems facing the British (you) when trying to retake the islands from the Argentinians.

The ships and planes of the task force are there but they make only brief appearances to provide air stikes or covering fire.

Your problems begin when you have to decide how many ships to use as troop carriers and gunships and how many to leave defending the fleet from Argentinian air attack. Then you have to select one of four invasion pointes including San Carlos Bay. Your objective is to liberate (pass through) ten major towns including Port Stanley. Your task is made even harder because the Argentinians are hidden although you can safely assume that Stanley will be heavily defended.

Each unit has an attack and defence factor which not only reflects it's strength but also its reputation particularly units representing 2 para and 42 commando. During combat this may be reduced and the unit is eliminated if it reaches zero.

The SAS and SBS units play a crucial role in any British victory as they can scout an area locating enemy forces before they're on you. The weather is however decisive.

If foggy conditions persist for any length of time you will lose your air and naval support and probably the battle.

Varying the landing site and the level of difficulty (1 to 5) will challenge avid wargamers for months. **TH**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING ○
Bright Star

Title:	**Soul of a Robot**
Supplier:	**Mastertronic**
Computer:	**Spectrum 48K**
Price:	**£1.99**

This is a bit of a weirdie. Soul is the follow up to an earlier game, Nonterraqueous, and although a lot of work has clearly gone into it I'm still a bit unclear of what it's all about.

The plot, as detailed on the cassette inlay goes as follows: the citizens of the planet Nonterraqueous have created a robot with the mind of a man in order to destroy the crazed computer which rules the planet. The robot however, seems to be suffering from a touch of existential angst, as its tormented soul seeks the release of death. But it can only die once it has completed its task which is to locate the computer's lair and then to detonate the bomb that it carries (that reminds me of a novel called Mockingbird, by Walter Tevis, 'though that's neither here nor there . . .)

The lair is located somewhere in a 16 x 16 maze, subdivided into three sections. To move from one section of the maze to another the robot must first locate the key to the relevant transporter room. The robot can fly and jump around the cavernous sections of the maze and collect objects along the way. There don't seem to be that many objects though, and I'm not sure what they're for anyway. There are some pyramid shaped objects, and a number of what look like small space crafts, but I haven't managed to do anything with, or to them yet. The instructions don't give you any clues, but perhaps some more time spent on the game will enlighten me.

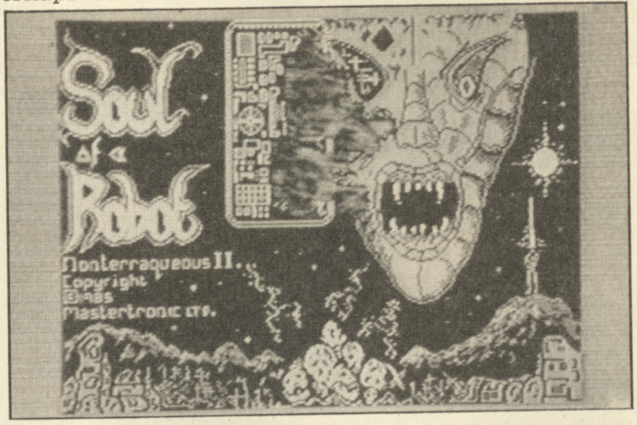
The graphics are quite interesting. They're a sort of combination of gothic architecture and high-tech spacecraft, reminiscent of the H.R. Giger designs used in the film Alien, and must have taken a lot of work to get them looking just right.

The playing area is confusing as the sections of the maze don't always appear to be connected in a logical (and mappable) sequence. I'm not really sure what to make of this game. It's quite atmospheric, mainly because of the style of the graphics, but it does all seem to be rather obscure. Or perhaps I'm just thick. Still, it seems well worth the price, and perhaps that very obscurity will prove a challenge and ensure that the game provides many hours of playing time. **SD**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING ○
Bright Star



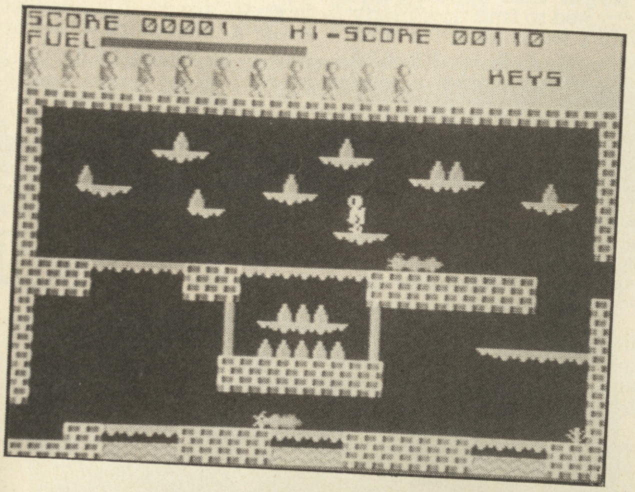
Title:	**Caves of Doom**
Supplier:	**Mastertronic**
Computer:	**Spectrum 48K**
Price:	**£1.99**

It's a measure of how good budget software is these days when I say that I was a little disappointed to see that Caves of Doom isn't as good as I was expecting. Mastertronic have produced one or two budget gems recently, but Caves isn't quite in the same league as titles like Finders Keepers, or its sequel, Spellbound.

Caves is a JSW clone in which you are trapped in the caves of the planet Doom and have to collect a series of keys before you can escape. Rather than jumping left/right, you are now equipped with a jetpack which allows you to fly through the caves. The jetpack's fuel is limited, but there are plenty of fuel pods that just happen to be lying around for you to pick up. As with all games in this style there are lots of platforms and ledges, odd-looking sprites, deadly objects to be avoided, and forty screens of action to get through.

It's not bad as platform games go, but there are one or two rough edges that could have been smoothed out to make the game a little more enjoyable. The graphics tend to be a bit on the stick-insect side, and the figure that you control is very small (I think we're back to single character size graphics), though the animation is quite good on the whole.

The main problem I found was that many of the routes you have to negotiate are so narrow that you need to move with single pixel precision. That wouldn't be so bad if you had time to get yourself all lined up for the crucial moves, but on many screens there are sprites that home in on you so quickly that you are forced to blunder ahead at full speed or get zapped.



I did find this feature rather frustrating and was tempted to give up on the game quite quickly, but fortunately the game has one additional feature that makes it both a better game and good value for money. Like some more expensive games in this vein, Caves has a built in screen editor that allows you to customize the screens and, in effect, to build your own game. So, if you come across any of those tight squeezes that I mentioned before all you have to do is press 'E' on the main menu at the start of the game and you can slip into edit mode and just remove a few obstacles.

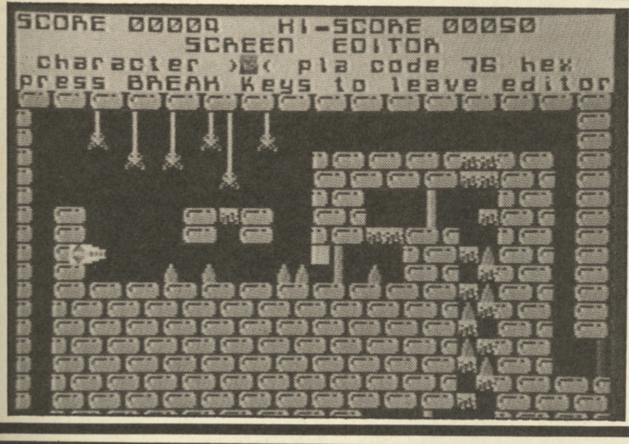
This editing facility means that the game doesn't have to lose its appeal as soon as you've completed it once, and, when compared to games like Lode Runner, which had a similar editing facility but which cost three or four times as much, Caves of Doom is very good value for money.

SD

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●
Value for money	●●●●

STAR RATING
White Dwarf


SCORE 00000
HI-SCORE 00050
SCREEN EDITOR
character >■< pla code 76 hex
press BREAK keys to leave editor

Title: **Wild West**
Supplier: **Ariolasoft**
Computer: **C64**
Price: **£9.95**

When is an adventure not an adventure? Wild West claims to be one but it is like nothing I have met before. The text is fixed and it is a case of following a fixed sequence of events or your mission will fail.

To help you make your choices there are three sprites who each offer a course of action. You simply select the sprite whose advise you want to follow and hope that your choice is correct.

The object of the game is to recapture Fort Snake from Big Nose Bill and his gang, taking in the rodeo on the way, being kind to the indians and conserving your energy for the big battle.

The game is in three parts and if success is to be achieved in the later parts you must complete the earlier ones and note the password you are given. If you want to see all the parts you can load them at any time but you will not be able to complete them.

The game is infuriating to play because you get very little indication of how well you are doing and it all becomes a very hit and miss affair. For example, at the beginning of the game you soon become aware that a stagecoach soon puts in an appearance but to catch it you have to perform some unusual feats to get the gold to pay your fare and then reach the correct boarding point.

By far the best feature of the game is the animation of the little sprite creatures who noiselessly mouth the words of their advice while moving their hands around expressively. It's a pity that the rest of the game does not live up to this standard.

The game is yet another Hungarian production from Andromeda and their distinctive graphic style shows through but the haphazard gameplay spoils that is essentially a good idea.

JG

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●
Value for money	●●

STAR RATING
White Dwarf

Title: **Vectron**
Supplier: **Insight**
Computer: **Spectrum**
Price: **£7.95**

This is the second offering that I have looked at from Insight this month. However, this one is rather different from their previous zap-game.

Vectron is a three dimension maze game with lots of nasties in it. The idea behind the game is to travel around a maze zapping them with your laser thing. The game is full of nice touches, like the map that you can overlay over the playing area, and the incredible speed that everything happens. Most Spectrum games are a bit sluggish, and could do with being speeded up — not so Vectron. You fly around the maze at such a rate that it makes the game a real challenge to play.

All nasties and screen displays are produced in glorious three dimension vector graphics, with very little distortion as the shapes get bigger, they are also highly detailed.

A very impressive game, if only for the incredible speed, and on a Spectrum too! Well worth a good look (that is if you don't blink and miss all the good bits!).

MR

PLANET RATINGS

Originality	●●●●
Graphics	●●●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING
Bright Star

Title:	**Star Firebirds**
Supplier:	**Insight**
Computer:	**Amstrad & Spectrum (same tape)**
Price:	**£7.95**

Remember a game called Space Firebird? Well playing this game will remind you of it as it is a straight (unlisenced!) copy of the game.

You control a spaceship that has to destroy the marauding aliens. These aliens come down the screen in standard swooping, circling galaxian fashion and you can zap them with your laser gun. Alternatively, once a round you can turn on your shields and fly up the screen — destroying everything that you touch.

Insight are the company that produced Subterranian Stryker — which was a very good game, Space Firebird was also a very good game (four years ago) and I enjoyed playing this fairly accurate copy, but at £7.95 I could think of better things to do with my money. As an interesting sideline, the cassette has the Amstrad and Sinclair versions on the same tape. A good game, but after seeing Mastertronic's latest release for the Spectrum, and the eight quid odd price tag for this game, I start to think . . . **MR**

PLANET RATINGS

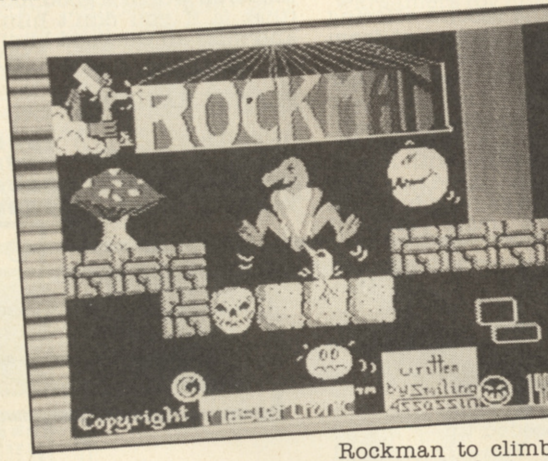
Originality	0
Graphics	●●●
Use of machine	●●●
Value for money	●

STAR RATING
White Dwarf

Title:	**Rockman**
Supplier:	**Mastertronic**
Computer:	**Spectrum 48K**
Price:	**£1.99**

Just looking at the screen shots on the cassette inlay, I didn't think that Rockman was going to be a particularly good game, but after a few attempts it turned out to be one of those games that is simple, yet curiously addictive.

The format of the game is quite old fashioned, a cross between Rockford's Riot and the Digger type game. You control a small mole-like figure who must find his way around various screens in order to collect mushrooms to feed on. The layout of the screens consists of platforms and ledges made out of boulders which you can run across, and also dig through to reach mushrooms in inaccessible areas. Connecting these ledges are a number of shafts which allow the Rockman to climb up and down, and here and there are areas marked by skulls which represent poisonous toadstools. Contact with these is fatal (surprise, surprise) as are the floating ghost-like faces that follow your progress around the screen.



It all sounds pretty dreary doesn't it, like a cast-off JSW clone? And yet I found Rockman surprisingly enjoyable and addictive. The way in which the screens are arranged has been quite well designed, so that collecting the mushrooms isn't quite as simple as it at first seems, but the first few mushrooms on each screen are quite easily gathered and this encourages you to persevere and collect them all. I have to admit that I was quite surprised to find how many times I went back for 'one more go' just to try and complete a particular screen.

The graphics though unspectacular, are quite competent and the Rockman makes a constant stepping sound as he moves which manages not to be irritating and adds a little polish to the game.

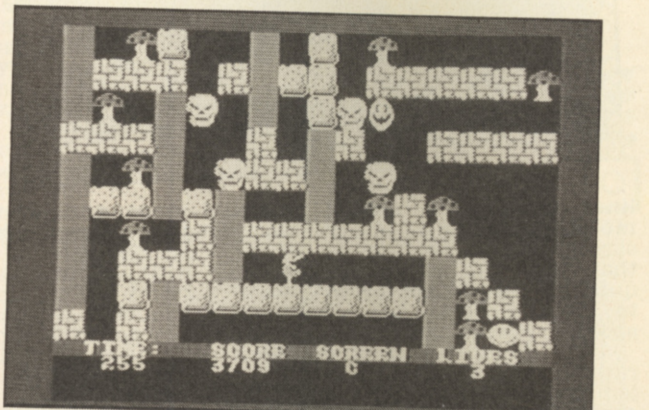
At first I thought the game might become repetitive quite quickly since you have to go through the same sequence of screens over and over in the early sections of the game, but as you get onto the higher levels there is a password system that allows you immediate access to specific screens. This is a sensible idea and helps prevent the game from getting boring.

Rockman is by no means an outstanding game, but it is good, simple fun, and at such a low price I really can't find anything about it to criticise. **SD**

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING
Bright Star



Title:	**Robot Messiah**
Supplier:	**Alphabatim**
Computer:	**Spectrum**
Price:	**£7.95**

This is Alphabatim's first game, and was the one featured in our recent 'Amiga' competition.

The idea behind the game is to save the enslaved robots from their misery and suffering at the hands of the evil Androids. The Androids are robots created before the demise of man, in the image of man and have taken on the human traits of greed, determination, and ambition. The ordinary robots are now enslaved to them.

Socrates has a vision of freedom for the droids, but he has been left, rusting and worn out, to die. His hopes must be carried forth by you, SID, the robot messiah.

So the story unfolds into a screen-by screen-ramps and walkways game with you playing SID trying to piece together the program to re-program the master computer and free the robots.

The game is set over three levels The Caverns, The Automation, and The Test Centre. The Caverns and the Test Centre are fairly similar, but The Automation is a sort of car transporter system between the first and third levels, complete with nasties, power cells, and shields. The Test Centre is a similar format to the first level, but with 'big brother' watching cameras, and different problems to be encountered.

It's the problem solving part of this game which set it apart from most games of this type. Having to collect and use different objects to get through various bits, such as the gun and ammo, the weights etc. And increase the playability of what would otherwise be a ladders and ramps game amongst a crowd of ladders and ramps games.

The graphics are very good with large chunky objects moving across the screen. Effective use is made of colour, though due to the limitations of the Spectrum, they do clash horribly whenever there is an object contact. The game is also very well put together, and was originated by one of the programmers of Decathlon and Super Test from Ocean.

The animation of the main character is very good — after a jump he skids a little to regain his footing!

If you like this sort of game then this could well be high on your list. **MR**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●●●
Value for money	●●●●

STAR RATING ○
Bright Star

Title: Obsidan
Supplier: Artic
Computer: Amstrad
Price: £7.95

You are alone on the hollowed out asteroid starship Obsidan. The ship is on course for a black hole, shields driven by energy from the main engines protect the ship from the vast forces at work throughout the passage through the black hole and into the next universe.

But (there's always a 'but'!) the shields do not protect the human crew so they have to travel in a separately and slightly different shielded pod.

However, all is not well and the ship looks like being destroyed! You being the only one to have the necessary knowledge of how to fix the ship get volunteered to teleport into the stricken ship and save it from certain destruction at the hands of the black hole (do black holes have hands?).

The game features you as a little man with a jetpac, travelling from room to room collecting objects and using these to solve problems, rather like a beeb game called Devil's Domain. This problem solving part of the game is very good and you need to think hard about some of the objects and some of the problems.

Of course there are all sorts of things out to stop you, including nasty aliens and laser beams and things.

The graphics are very good and are based on the 4 colour mode of the Amstrad which gives very good detail but less of a colour choice, however what colour there is has been used to good effect.

On the whole this is a very good game and is well worth waiting the long loading time, one detraction I thought was the lack of save feature. Save options are usually not put into non-adventure games, though the few games like this that I have seen would need do well to have one.
MR

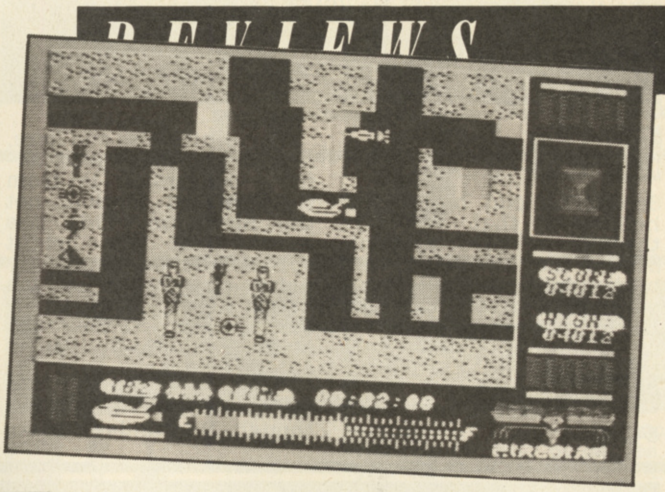
PLANET RATINGS

Originality	●●●●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING ⊕
Red Giant

Title: Thunderbirds
Supplier: Firebird — Super Silver Range
Computer: C64
Price: £3.95

THUNDERBIRDS
2
© KAM 1985.
FIREBIRD
FIREBIRD
FIREBIRD



The tomb door slams shut behind you. You can only go a short distance before a huge green rock blocks your path. No problem. Thunderbird 2 pushes it casually out of the way. The next problem is trickier though as you can't push the green block because a small yellow stone is jammed behind it. But if you use TB1 to push the blue stone along a bit, the yellow stone drops down and the green one can be moved as before. Easy!

Thunderbirds is a game based on the puppet show of the same name that was shown on TV in the early seventies and is still being repeated today. A team of archeologists has become trapped in an Egyptian tomb and sent out an SOS message. You are sent out to rescue them.

You control both TB1 and 2 with the fire button on the joystick being used to switch control between them. Before you start, you have the option of loading up TB2 with up to 40 tons of equipment. This includes weed-killer, a device called the mole, TB4, guided missiles and extra fuel. Every item that you select decreases your initial point score but I would advise taking a selection of objects with you until you become more experienced.

As you progress through the tomb, so there are more and more blockages which are increasingly difficult in nature. One TB is likely to have to backtrack through several screens in order to finish up in the right position to push a block from a specific direction. Other blocks on the screen have seemingly no use, but if you push them now, you can guarantee that they will be in the wrong place later on. The problems involved are very well designed and become fiendishly difficult as your progress further.

Interspersed throughout these tunnels are several action screens where you have to run the gauntlet through a maze protected by for example, mummies or giant spiders. This is somewhat unrealistic when you realise how large a spider would have to be in order to dwarf a machine carrying a 40 ton payload! Help is available on some of these screens depending on what equipment you carry. For example, the weedkiller will destroy a giant plant that is blocking the easy route through a chamber.

There are several ways in which you can lose. If either TB runs out of fuel or is destroyed by falling masonry it crashes into the other TB then the game is over. Each TB also has 3 lives, but contact with one of the nasties reduces this. If one of your TBs becomes blocked in, (a frequent event!) then you can restart the game from the tomb entrance.

Thunderbirds is an excellent mid-priced game. OK, so the graphics aren't brilliant but it is mind-bogglingly addictive. If you want to give your brain a quick workout in the New Year, then look no further.
GH

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●●
Value for money	●●●●●

STAR RATING ☼
Nova

Title:	**Airwolf**
Supplier:	**Entersoft**
Computer:	**Enterprise**
Price:	**£7.95**

Something odd here — a helicopter that yoy fly through a cave system! Still, if that chopper is the billion dollar Airwolf, then you must be Stringfellow Hawk, possessed of nerves of steel, amazing skills and a silly name. It's all in a days work for a mega-hero — or at least a computer gamer.

Something else odd here, in that this time the Enterprise conversion is from the Amstrad version, not the Spectrum. This has resulted in big, bright sprites and an amazingly noisy soundtrack, which overlays music with rotor blade racket and the crash of the cannon. Well up to arcade standards, this.

The oddest thing has to be Airwolf's handling though. No wonder it takes such skill to fly as hovering is impossible unless you constantly twitch the joystick up. This makes any sort of delicate manoeuvre within the caves extremely difficult and if you don't prang the crate in one against the floor it's awfully easy to wear away your rotors on the roof.

Difficulty is the keyword for this game and it's either its major failing or its saving grace, depending on your attitude, or more likely ability. I'll confess that it had me beaten almost immediately, but I have discovered that there's a special depth in that things you do in one screen will affect other locations, including ones you've already been through. Probably the Enterprise's most difficult yet and for addicts only.

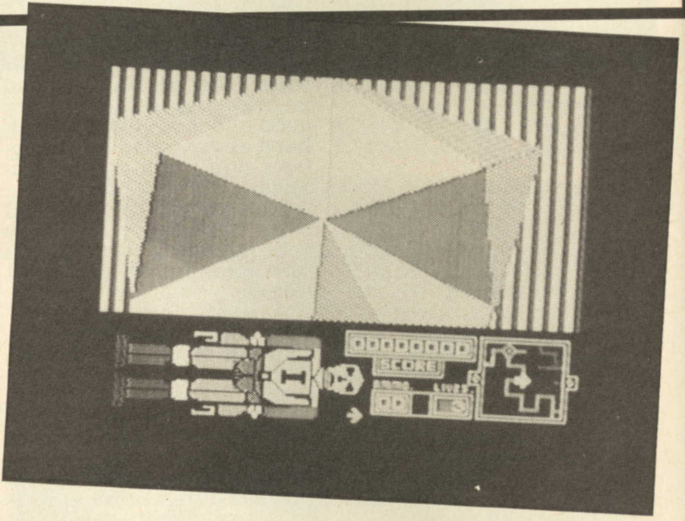
JM

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
Bright Star ○

Title:	**I, Of The Mask**
Supplier:	**Electric Dreams**
Computer:	**48K Spectrum**
Price:	**£7.95**



Your heart beats even faster as you chase down the corridors, twisting and turning this way and that until you come to the next universe. Will this one contain the part of the robot that you are looking for? Time is running out and there is only one way to find out. Quickly, you fire a laser bolt at one of the three crystals . . .

A SPACEMAN PRODUCTION
I OF THE MASK
ELECTRIC DREAMS SOFTWARE
AUTHOR SANDY WHITE
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I of the Mask, the latest game from Sandy White of Ant Attack fame, places you as a participant in the Space Trials. As you might imagine from his previous games, it relies very heavily on 3D imagery and uses some very clever programming to create some stunning effects.

The idea of the game is to create a robot, various bits of which are hidden in "universes" deep within a maze. The robot has to be built in a specific order, starting with the feet and finishing with the mask. The maze is divided into 32 different universes which are all colour-coded. At the entrance to each universe is a chamber containing three crystals, one of which contains a part of the robot. You have to find a crystal containing a foot piece, stabilise the piece by shooting it 3 times and then go off in search of the other foot. To make things slightly easier for you, the pieces are colour-coded as well so that for example you need only search the blue universes when looking for a foot.

The other two crystals also have their uses. One of them teleports you randomly to another crystal chamber and the other teleports you somewhere within the maze itself. This tends to be a frustrating experience as you invariably end up nowhere near where you want to go. A map of the entire maze can be called up at any time. You start the game with three lives and 2000 units of energy and you die if either figure reaches zero. You lose a life when you "shoot" a piece of robot that is not in the correct sequence whilst your energy is constantly draining away although it does increase considerably when you shoot a piece.

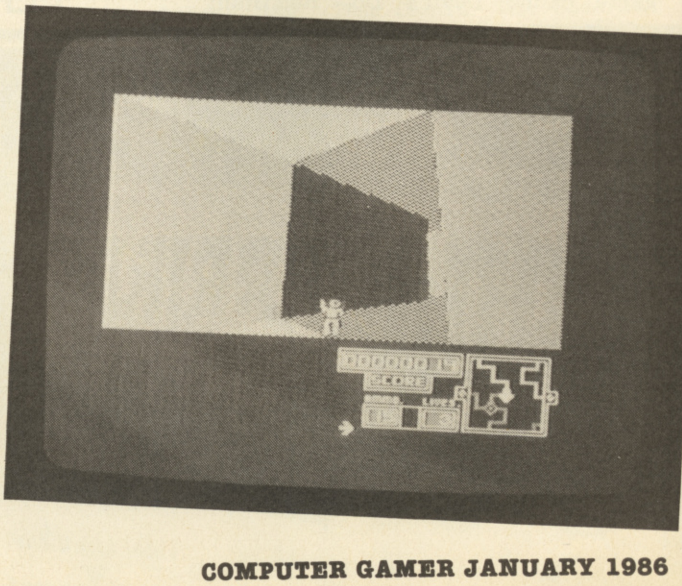
The success of this game lies fairly and squarely with its graphics. The 3D effects are amazing (although some of the scrolling of the crystals is a bit dodgy) and if you enjoy maze games, then you should definitely consider buying I of the Mask. If you're not too keen on mazes then you really ought to try it before you buy it.

GH

PLANET RATINGS

Originality	●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING
Bright Star ○



REVIEWS

Title: Think
Supplier: Ariolasoft
Computer: Spectrum
Price: £7.99

This is a game based on the popular 'four in a line' concept, with a few changes due to computer conversion that changes the whole thinking behind the game.

The scoring is the same as in Connect Four, ie four in a line wins, but the playing method is different.

Instead of dropping counters from above, they are introduced on the right or bottom edge, shifting all the counters in that row or column along one space to accomodate it. Thus each counter played can change the whole board. It also means that you can make your opponent win by a bad move on your part!

The presentation of the game is excellent, icons are everywhere — a real credit to RamJam, who programmed it, and the option list is quite comprehensive. With blitz and speed versions, seven difficulty levels for the computer opponent, b/w or colour, different colour pieces, and so on. In fact, the options are similar to most good chess games.

On the whole this game is great fun to play, and requires some thinking about playing. Its strategies share more of a similarity with chess than with connect four. Would make a good family game for Christmas. **MR**

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●●
Value for money	●●●

STAR RATING
Bright Star

Title: Gyroscope
Supplier: Melbourne House
Computer: Commodore 64
Price: £8.95

Who ever wrote Gyroscope was very heavily 'influenced' by Marble Madness. The games are not the same, but the differences only go to emphasize the similarities. For those of you who haven't seen Marble Madness before, here is a quick resume.

You control a Gyroscope that has to traverse a 3D landscape of hills, narrow ledges, holes, bridges etc. falling off any of them resulting in your 'death'. Also to hinder you there are aliens roaming around, lumps of glass, and directional magnets to drag you off course.

The game is played over the diagonals, which makes the joystick a bit awkward to use, but no more so than keyboard I suppose. The original game was designed for a trackball, and I think that this is where the game will show its true colours.

The scenery smoothly scrolls up the screen, which is a change from the Spectrum version, and is played over 30 levels (instead of 5 for the Spectrum). Each level has another set of problems to circumvent, and gets harder, and harder, and harder...

Added to all this is a time limit, after which your gyroscope just runs down. Music also plays in the background and adds to the atmosphere of the game.

An extremely good adaptation of a game that I thought would never end up on the small screen. **MR**

PLANET RATINGS

Originality	●●
Graphics	●●●●●
Use of machine	●●●●
Value for money	●●●●

STAR RATING
Nova

Title: Friday the 13th
Supplier: Domark
Computer: C64
Price: £8.95

Amidst a blaze of adverse publicity, Friday the 13th, the game based on the spine chilling horror film has been released by Domark. No doubt you have noticed the nice jolly little picture advertising the game of a dagger stuck through a blood stained ice hockey mask and it comes as no great surprise that certain people have taken exception to it.

You are one of a party of teenagers enjoying a holiday in a summer camp. Unbeknownst to you, the party contains a mad killer, Jason. All you have to do is to work out which of the campers is the disguised Jason and kill him. If you can stop him from hacking your friends to bits, so much the better.

Jason can be detected either by you seeing him attack someone else or by you challenging him with one of the many weapons — such as a pitchfork and chainsaw that you find lying about. If you find him, he changes to a subtle shade of black. You should also look out for a cross which you can move to a safe area. You can then tell your friends to go there although they tend to wander off and of course, you have problems if you inadvertantly tell Jason where sanctuary us.

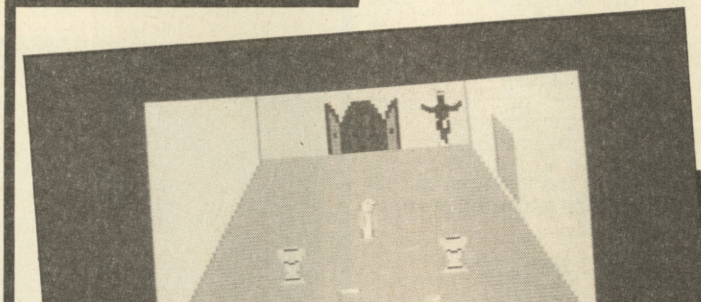
The playing area consists of a number of interlinked screens which wrap around top and bottom, left and right. There is no scrolling from screen to screen. If you move off the top of a screen into a building, you don't enter the next screen at the bottom but at the top which is somewhat annoying. The graphics are poor and don't add to the atmosphere at all. There is no feeling of perspective. The sound is good and adds a musical accompaniment to the mayhem as well as walking round (which sounds like a machine gun) and screams as Jason carves up yet another victim.

The whole thing is nicely packaged, complete with fake blood capsules and a sound effects competition to win a colour monitor. The game itself though is tedious and I can't see it having a lasting appeal. Sorry Domark, Friday the 13th is almost as much of a horror story as the film. **GH**

PLANET RATINGS

Originality	●●●
Graphics	●●
Use of machine	●●●
Value for money	●●

STAR RATING
White Dwarf



Title: Wizard's Lair
Supplier: Entersoft
Computer: Enterprise
Price: £7.95

Imagine a combination of Atic Atac and Sabre Wulfe. Now add to the complexity, the number of rooms, objects, and options. What you have is Wizard's Lair, a hit on the Spectrum where it first appeared, because it combined the best features of those Ultimate games at a cheaper price. Enterprise owners now have their opportunity to venture into the mage's mansion with Pothole Peter, in search of the sections of the golden lion.

The great feature of Wizard's Lair is that it's not only instantly playable, it's also instantly addictive. Pete rushes around hurling pickaxes at a wild selection of subterraneans, seen from above, through doors which may only open irregularly or need keys. There are also snakes which can only be crossed if you possess the correctly coloured objects and spells which give you the opportunity to trade in your gold for new objects or power. There's food and drink to overcome the energy drain of collisions, plus a system of lifts connecting the various levels.

The result is an extremely full game that will take an age to map, though the frantic zapping with axes adds a very welcome arcade element. There's some nicely moody music which exploits the Enterprise's three channels, but sadly the bright look of the game has had to be sacrificed and it's now all in stippled tones that are a trifle muddy at times — though I suppose Wizard's Lairs are unlikely to be decorated in Dulux pastel shades!

It's still a game that's hard to tear yourself away from. While there are no Ultimate games for the machine this is more than compensation.
JM

PLANET RATINGS

Originality	●●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING
Red Giant

Title: Glen Hoddle's Soccer
Supplier: Amsoft
Computer: Amstrad
Price: £7.95

The crowd were silent as Spurs and England star Glenn Hoddle took the field but soon they were singing their heads off. Not the usual chant of 1-0, 1-0 but more likely 28-0!

I understand that I should lose the first few games of a football game otherwise it would be too easy but 28-0!

I would also prefer it if the opposing side didn't take all the kick offs, get possession from all the throw-ins and possess teleport ability!

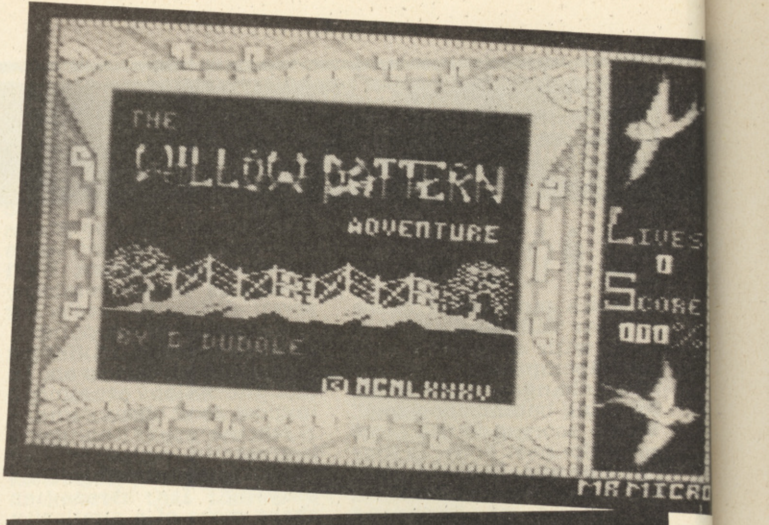
The graphics are poor (the screen goes blank when you eventually score a goal!) and the animation of the players is more a simulation of flamingoes than soccer athletes.

All things considered it's the game to get the people back on the terraces in fact anywhere except in front of a screen.

PLANET RATINGS

Originality	●
Graphics	●
Use of machine	●
Value for money	●

STAR RATING
Black Hole



Title: Willow Pattern
Supplier: Firebird — Super Silver Range
Computer: C64
Price: £3.95

Your loved one, Princess Koong-Shee is being forced to marry a merchant. Naturally she prefers you but what chance does a mere clerk have of breaking into the Mandarin's palace, rescuing the princess and escaping to a waiting boat? Here's your chance to find out! Your first impressions on playing Willow Pattern is that it is nothing more than a Sabre Wulfe in Chinese clothing but a quick play soon reveals that there are some major differences.

Apart from racing round the maze collecting assorted objects, you also have to overcome the palace guards. This involves hurling a vicious looking sword at them before they do likewise to you. The only problem is that you don't have a sword! Some can be found lying around, others can be won by quickly moving out of the way when a guard throws one at you. You can only carry one at a time and so will have to back-track a lot and plan your route carefully.

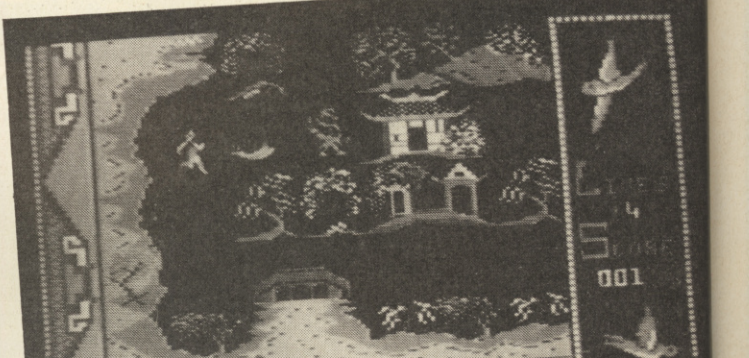
As you move through the maze, you soon some to a bridge to be crossed. Here, the action shifts to another scene from Chinese mythology. Legend has it that river crossings are protected by giants. You must leap from rock to rock whilst the giants try to knock you off. Naturally, most of the back-tracking you have to do takes you across a bridge.

The graphics in Willow Pattern are some of the most attractive that I have seen. The trees, temples and bridges look lovely. There are many worse arcade adventures than this and at a much higher price.
GH

PLANET RATINGS

Originality	●●●
Graphics	●●●●
Use of machine	●●●
Value for money	●●●●

STAR RATING
Red Giant



Title: **Human Race**
Supplier: **Mastertronic**
Computer: **C64**
Price: **£1.99**

Mastertronic's £1.99 range nearly all prove to be excellent value for money. This is no exception and will give hours of challenging fun.

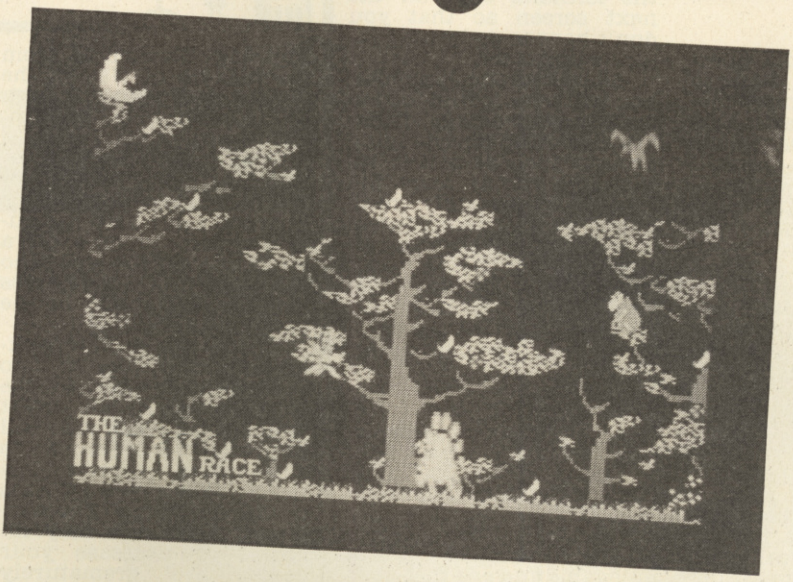
In effect, there are five single screen games connected by the concept of evolution. The five ages of man take us from the apelike cave-dwellers to the sophisticated technocrat of this modern age.

The first scene is a forest, not unlike the first screen in Chiller, and there are bananas scattered through the trees. The idea is to guide the ape around the screen, eating bananas where necessary, in an attempt to grab the biggest banana of all. The forest floor is patrolled by a Stegasaurus and a cat-like creature (sabre-toothed tiger?) and the middle air has a wandering dragonfly while a Pteradactyl swoops across the tree tops. If your ape touches one of these creatures one of his three lives will be forfeited and you will have to start from the beginning again.

The earthbound animals are easily avoided, being creatures of very fixed habits, but the Pteradactyl is a terror and will swoop down on your unwary ape.

The second screen is totally different. As hot volcanic rocks rain down from the skies you must negotiate your caveman across a maze which is bounded by a molten lava lake. One false move and evolution will end, throwing you back to the jungle scene again.

I never progressed beyond this scene and regret to say that this was principally because I could not stay alive long enough to learn the rules. One criticism I will make of the game is that the instructions are so sketchy as to be non-existent. OK, so the games only cost £1.99 but does that mean we have to forgo the luxury of instructions?



I must give special mention to the music which sounds as though it was written by the same guy who composed the music for Monty on the Run. I'm rapidly becoming a fan of his style of 64 music and it's worth playing through the game to hear the music for each scene.

The cassette inlay braggs that this game was 35 million years in the making, I believe it may take me that long to complete if the first two screens are anything to go by! **JG**

PLANET RATINGS

Originality	●●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●●●

STAR RATING
Bright Star ○

Title: **Back to Skool**
Supplier: **Microsphere**
Computer: **Spectrum**
Price: **£6.95**

i ate skool. the teachers ate me. do this eric. do that eric. ave 200 lines eric. ave 1000 lines eric. but ill show em. cos i nicked me report at the end of last term and ave forged a new one. all ive got to do is sneek it into the edmasters safe. an you can watch (an elp) me do it in this brill new computr game from mikrosfere.

lucky for me, me kid bruvver left me is notes writ in invisbule ink. the key to safe is in gurls skool round nek of edmistris. must be a way of gettin it. theres the bell for siense. i ate siense but they do keep frogs. i like frogs but the edmistress dont. open desk. nothing there. move to nuther desk. to late. 400 lines. i ate lines but my gurlfrend elps me wiv em. playtime. about time. look in mor desks. a water pistle. thats mor like it. i need that to fill wiv sherry. masters like sherry. when they get drunk they say combinashun number of seinse lab so wot i can get frogs. sherry in gurls skool. sneek past cairtaker. rats — es seen me. more lines. must find nuther way. i cud nok im out wiv a conker from me trusty catty. theres the bell agen assemblee. sit nekst to skool swot so i can it im. teachers seen be do it. mor lines. wots this. eres the edmaster. since ive got ten fousand lines ive bin expelled. me dad will kill me. praps mikrosfere will writ a game bout that nekst time. **GH**

PLANET RATINGS

rijynallity	●●●●
graffix	●●●●
yoose of mashine	●●●●
valyew for munny	●●●●

STAR RATING
nover ☼

Title: **Dynamite Dan**
Supplier: **Mirrorsoft**
Computer: **C64, Amstrad**
Price: **£7.95**

Converted from the Spectrum, Dynamite Dan is Mirrorsoft's highly successful platform game. Our hero has to steal some secret plans from the Evil Doctor Blitzen in order to stop him using his super psychon mega-ray which would give him world domination. The game starts with DD having landed his dirigible on the Doctor's roof and all he has to do is enter the house, find eight sticks of dynamite, blow up the safe, get the plans and escape back to his blimp. Easy!

There are 48 screens to be explored but it feels like many more as every one is action packed. There are usually several areas on each screen that can only be accessed from other screens so careful planning of your route is necessary. The rooms wrap around to form a cylinder. In other words, if you keep going left, you will eventually come back to where you started from. A nice touch is that the screens overlap slightly so that if you are standing on a block on the righthand edge of a screen then that block will be on the lefthand edge on the next screen so that you don't have to go leaping into the unknown.

As well as the dynamite, you will have to find food to sustain your energy. There are also other objects lying around such as test tubes that give you an extra life (you will certainly need them) and deodorants which let you walk through nasties without any damage to yourself. The nasties disappear if you hit them so that you can only be killed by them once. There are trampolines for you to bounce on and an underground river that has to be negotiated by means of a raft.

There is nothing startlingly original in Dynamite Dan and it does not have the class of games such as Monty on the Run but it is enjoyable and one that platform fans will want to have in their collection. **GH**

PLANET RATINGS

Originality	●●
Graphics	●●●
Use of machine	●●●
Value for money	●●●

STAR RATING
Red Giant

Title: **Fighting Warrior**
Supplier: **Melbourne House**
Computer: **C64**
Price: **£7.95**

Fighting Warrior is from the makers of Way of the Exploding Fist and though the similarity of style cannot go unnoticed, Fist is in a totally different class.

Living in the deserts of Egypt during the age of the Pharaoh's our hero has only a sword to fend off a multitude of enemies who are guarding a princess who is imprisoned in the temple.

There are three backgrounds to the action; two outdoors and one inside the temple itself. As you defeat your opponents, a vase will appear which must be smashed by a sword to gain the curse or blessing that is contained within. The contents of the vase may increase or decrease your energy level, prematurely force you into a fight with one of the gods, take you magically to the doorway to one of the other zones or remove the invisibility spell from the princess.

Before you can complete the game you must have fought at least one member of each type of guard and have completed the first two outdoor scenes.

Fighting involves skillful use of the joystick or keyboard keys. If the fire control is pressed the moves are aggressive swipes with the sword to the head, body or legs. Without the fire button the warrior moves forwards, backwards, jumps or ducks. As each blow is landed an energy gauge is decreased so you can see at a glance how your strength compares with your enemy's.

Despite the excellently animated graphics, I soon began to tire of trying to fend off human and dog-like foes but the challenge may have its takers. **JG**

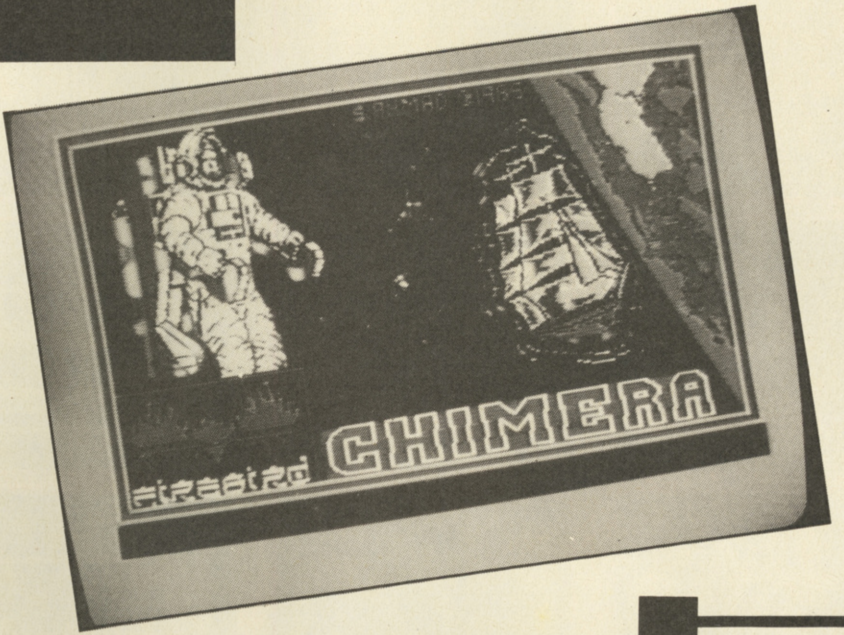
PLANET RATINGS

Originality	●●
Graphics	●●●●
Use of machine	●●
Value for money	●●

STAR RATING
White Dwarf

SCORE: 001738
LIVES: 1

Title:	**Chimera**
Supplier:	**Firebird — Super Silver Range**
Computer:	**C64**
Price:	**£3.95**



As usual the earth is under threat from a strange, alien craft and as usual, you have drawn the short straw and have been volunteered to go and investigate. Your task is to find out how to destroy the ship. If you are very lucky, you may escape with your life at the end of your mission!

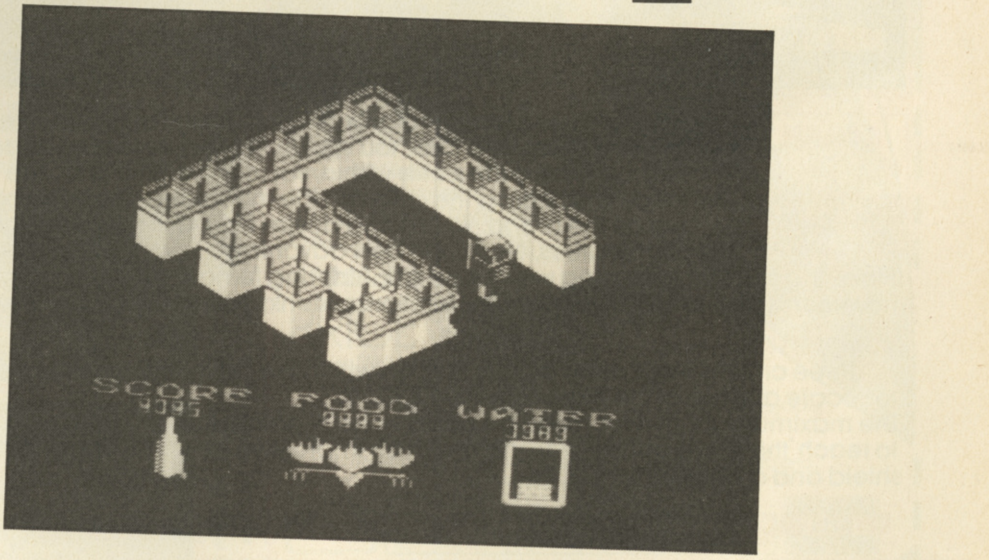
The inside of the ship is depicted in Ultimate style 3D graphics — rooms made up of "solid" blocks in a simple colour. The layout of the rooms is such that you cannot see what is hidden in every nook and cranny. This is because most of the objects that you need for your task are hidden somewhere therein.

You are told that the sequence required to detonate the ship is in four stages and that the first stage requires a spanner, but thereafter, you are on your own. A scrolling message window keeps you informed of what's going on and gives you further clues as your progress.

There are no aliens trying to kill you — the fire button is only used for picking up objects but certain areas are restricted to you to start with. Your progress is controlled by your need to maintain food and water supplies. Additional supplies can be found throughout the ship but be warned. Some rooms contain radiators which evaporate your water supply very quickly. If either level reaches zero, then your mission is terminated.

Chimera is most likely to be compared with Ultimate's Alien 8. It's under half the price of Alien 8 which is about fair. It's about half the game.

GH



PLANET RATINGS

Originality ●●
Graphics ●●●
Use of machine ●●●
Value for money ●●●

STAR RATING ◙
Bright Star

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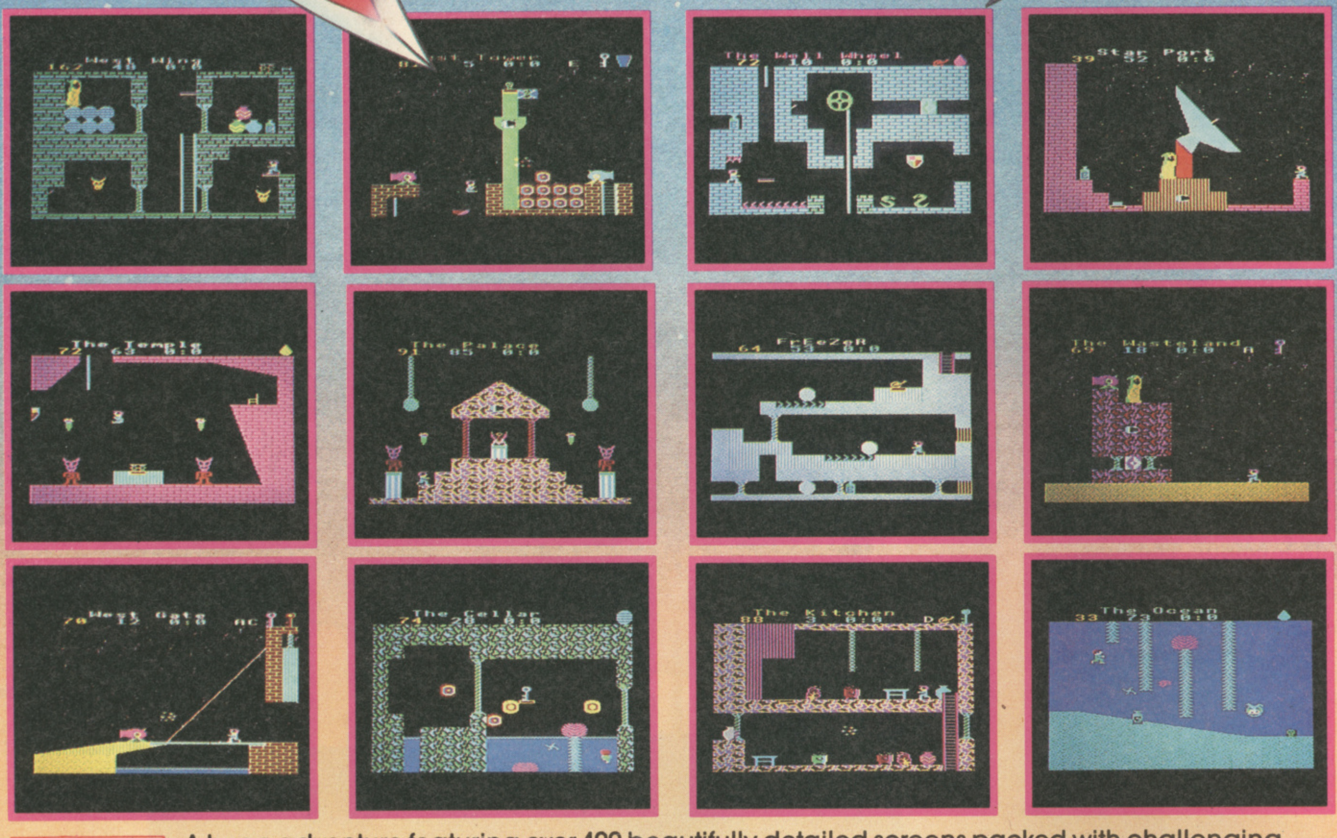

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* Note due to memory limitations ACE on the C16 and VIC20 (+8K Ram) do not have any ground objects.

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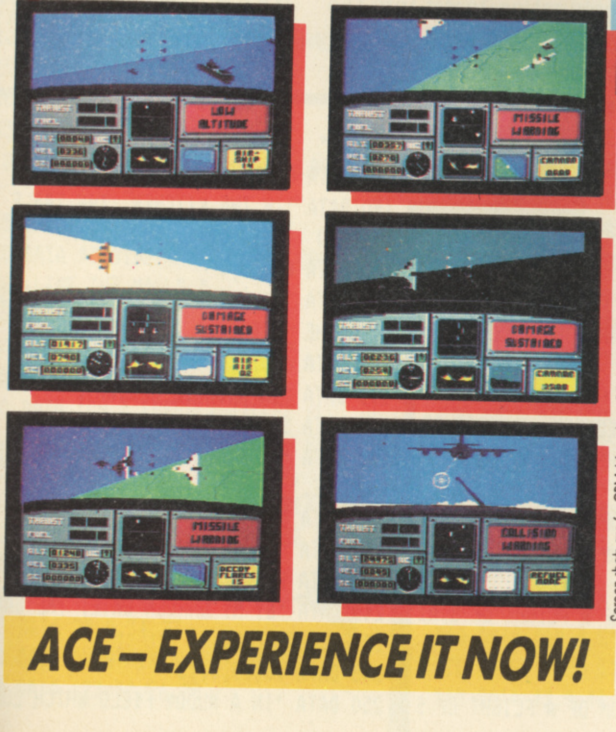

Screen shots are for CBM 64 version. Other versions may vary.

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FAIR

ADVE

By Steve Lucas

This is a traditional adventure game with 78 locations to visit and over 23 different objects to find. It is very loosely based around several traditional tales and should prove quite a challenge to solve.

Once upon a time, in a land far away, there lived an evil Ogre who delighted in terrorising the villagers. He would steal their sheep, rob their treasures and burn their houses to the ground. Your task is to visit the ogre's cottage, when the ogre is away, and recover the three items of treasure hidden there. Your task will not be easy and you will need to kill the ogre when you have finished!

Hints on typing in the game

With such a long program, it is almost inevitable that you will make typing mistakes and even one mistake means that the game will not work properly. The most common problem experienced in this type of game is caused by errors in the DATA lines. It is worthwhile examining the listing carefully to see how this section of code works. There are 78 locations to visit and these are described in the data lines from line 140 to 875. Each location is given a description followed by four numbers which correspond to the location reached by travelling north, south, east and west. When typing the listing in, you would be well advised to type up to and including line 875 then RUN the program. If all is well, the program will run OK and read the description of each location. Should the computer generate an error, then this will be due to a mistake in one of the data lines. The easiest way of checking this is to type the line below and press the RETURN key.

FOR X = 1 TO 78:PRINT X:PRINT Q$(X):NEXT X

This will print the description of all 78 locations and you should be able to track down where the mistake has occured. Once this section of code works correctly, you should type in lines 880-1035 and check this out in a similar way before typing the rest of the program into your computer.

Hints

The enjoyment from playing an adventure game comes from finding the solution for yourselves, so I'm not giving too much away!

1. You will only be able to find one item of treasure at a time.
2. If the Ogre's wife recognises you after you've stolen one of the treasures, you'll regret it!
3. Find somewhere safe to hide (but remember that the Ogre is likely to find you!).
4. You'll need to find the combination to get into the shed!
5. Don't forget the sword on your second journey.

Words understood

This game follows the traditional form of input for adventure games, where the player must type their instructions in the form of one or two word sentences. To help you in your task, here is a list of some of the most common instructions.

GET,TAKE,READ,SOW,GO, NORTH,SOUTH,EAST, WEST,N,S,E,W,IN,OUT, INVENTORY,HELP, DRINK,EAT,REMOVE, WEAR,PLANT,SCORE,-QUIT,UP,DOWN,GIVE, CUT,CHOP,SEARCH, OPEN,UNLOCK,HIDE, CLIMB,KILL,STAB, ATTACK,SWIM,RUB,PULL, DROP,LEAVE

```
10 REM ** A FAIRY TALE ADVENTURE **
20 POKE 53280,1:POKE 53281,1
30 PRINT"[illegible]  [illegible]     A FAIRY TALE ADVEN
TURE"
40 PRINT"[illegible]                 S.W. LUCAS
"
50 PRINT"[illegible]THE EVIL OGRE HAS STOL
EN THREE OBJECTS"
60 PRINT"OF TREASURE FROM THE PEASANTS.
YOUR TASK";
70 PRINT"IS TO FIND THEM AND TAKE THEM B
ACK TO   MOTHER."
80 PRINT"WHEN YOU HAVE DONE THIS YOU MUS
T TRY TO RID THE WORLD OF THE EVIL OGRE.
"
100 REM ** DIMENSION THE ARRAYS **
110 DIM S%(78,4),Q$(78),G$(23),B%(23),N$
(27),N%(27),V$(5),X$(40)
120 REM ** READ THE DATA FOR THE 78 LOCA
TIONS **
130 FOR X=1 TO 78
131 READ Q$(X)
132 FOR Y=1 TO 4
133 READ S%(X,Y)
134 NEXT Y,X
140 DATA "IN A SMALL WARDROBE FULL OF TA
TTY OLD   CLOTHES."
145 DATA 0,0,2,0
150 DATA "IN A SMALL BEDROOM. A LARGE BE
D STANDS  UNDERNEATH THE WINDOW."
155 DATA 0,4,3,1
160 DATA "IN A SMALL BATHROOM. WATER DRI
PS INTO   THE SINK FROM A LEAKING TAP."
165 DATA 0,0,0,2
170 DATA "AT THE TOP OF A FLIGHT OF STAI
RS."
175 DATA 2,0,0,0
180 DATA "AT THE BOTTOM OF A FLIGHT OF S
TAIRS."
185 DATA 0,8,0,6
190 DATA "IN THE KITCHEN. THE TABLE IS L
ITTERED   WITH DIRTY POTS."
195 DATA 0,7,5,0
200 DATA "IN A SMALL ROOM. A TABLE STAND
S IN THE  CORNER."
205 DATA 6,0,8,0
210 DATA "IN A SMALL HALLWAY."
215 DATA 5,10,9,7
220 DATA "IN A SMALL, SPARSELY FURNISHED
 LOUNGE."
225 DATA 0,0,0,8
230 DATA "IN MY OWN DOORWAY."
235 DATA 8,11,12,0
240 DATA "BY MY GARDEN GATE. THE GARDEN
IS FULL OFWEEDS."
245 DATA 10,15,0,13
250 DATA "IN A MUDDY FIELD WHICH LOOKS A
```

HTALE

NTURE

```
S IF IT   HAS RECENTLY BEEN PLOUGHED."
255 DATA 0,0,0,10
260 DATA "OUTSIDE A SMALL GARDEN SHED."
265 DATA 0,0,11,0
270 DATA "INSIDE THE GARDEN SHED. IT'S F
ULL OF OLDPLANT POTS."
275 DATA 0,0,0,0
280 DATA "ON THE PAVEMENT AT THE SIDE OF
 A NARROW ROAD."
285 DATA 11,20,0,0
290 DATA "BY SOME MARKET STALLS SELLING
COTTON    GOODS."
295 DATA 24,18,0,0,
300 DATA "OUTSIDE AN OLD MARKET HALL."
305 DATA 0,0,0,18
310 DATA "IN A CROWDED TOWN SQUARE."
315 DATA 16,0,17,20
320 DATA "IN THE BUSY MARKET HALL."
325 DATA 0,0,0,0
330 DATA "ON A WIDE ROAD."
335 DATA 15,20,18,21
340 DATA "OUTSIDE A SMALL VILLAGE CHURCH
."
345 DATA 0,0,20,22
350 DATA "INSIDE THE CHURCH. ORNATE CARV
INGS LINE THE WALLS."
355 DATA 0,23,21,0
360 DATA "NEXT TO THE ALTAR."
365 DATA 22,0,0,0
370 DATA "ON A FRESHLY TILLED PLOT OF LA
ND. FOUR  BEANPOLES HAVE BEEN ERECTED."
375 DATA 0,16,0,0
380 DATA "AT THE TOP OF THE BEANSTALK. A
 WIDE ROADSTRETCHES OUT BEFORE ME."
385 DATA 0,26,0,0
390 DATA "ON A WIDE ROAD."
395 DATA 25,0,34,27
400 DATA "LOST IN A DARK FOREST."
405 DATA  27,30,26,28
410 DATA "LOST IN A DARK FOREST."
415 DATA  28,29,30,28
420 DATA "LOST IN A DARK FOREST."
425 DATA  28,31,30,29
430 DATA "LOST IN A DARK FOREST."
435 DATA  27,32,30,29
440 DATA "LOST IN A DARK FOREST."
445 DATA  29,31,32.31
450 DATA "LOST IN A DARK FOREST."
455 DATA  30,32,33,31
460 DATA "LOST IN A DARK FOREST. THERE'S
 A        WOODCUTTER'S COTTAGE HERE."
465 DATA 0,0,0,32
470 DATA "ON A LONG STRAIGHT ROAD."
475 DATA 0,36,35,26
480 DATA "ON A LONG STRAIGHT ROAD. A LAN
DSLIDE HASBLOCKED THE WAY EAST."
485 DATA 0,0,0,34
490 DATA "OUTSIDE A SMALL COTTAGE."
495 DATA 34,0,0,0
500 DATA "INSIDE A DIMLY LIT COTTAGE. AN
 OLD MAN  SITS ASLEEP IN HIS CHAIR."
505 DATA 0,39,38,0
510 DATA "IN A SMALL HALL. A HATSTAND IS
 NEXT TO  THE DOOR."
515 DATA 0,41,0,37
520 DATA "IN A SMALL KITCHEN. THERE IS A
 WOODEN   DOOR HERE."
525 DATA 37,0,0,40
530 DATA "IN THE KITCHEN. AN OIL STOVE S
TANDS IN  THE CENTRE."
535 DATA 0,0,39,0
540 DATA "IN A SMALL EMPTY ROOM."
545 DATA 38,0,75,0
550 DATA "ON AN OVERGROWN FOOTPATH."
555 DATA 39,43,0,0
560 DATA "IN A SMALL GARDEN. THE METAL G
ATE HANGS FROM ITS HINGES."
565 DATA 42,0,46.0
570 DATA "ON A NARROW FOOTPATH AT THE SI
DE OF A   BUBBLING MOUNTAIN STREAM."
575 DATA 0,46,45,0
580 DATA "ON A DUSTY MOUNTAIN PATH."
585 DATA 0,0,47,44
590 DATA "OUTSIDE A SMALL FARM. THE GATE
 IS OPEN  AT THE MOMENT."
595 DATA 44,77,0,43
600 DATA "ON A DUSTY FOOTPATH."
605 DATA 0,0,48.45
610 DATA "AT THE END OF THE DUSTY PATH."
615 DATA 0,50,49,47
620 DATA "AT THE ENTRANCE TO AN ENORMOUS
 GLOOMY   CAVERN."
625 DATA 0,0,0,48
626 DATA "BY A DEEP MOAT. THERE'S A DRAW
BRIDGE,   BUT IT'S UP AT THE MOMENT."
627 DATA 48,0,0,0
628 DATA "BY A SMALL CLOSET."
629 DATA 0,56,0,0
630 DATA "IN A TINY CLOSET FULL OF LADIE
S FASHIONS"
631 DATA 0,0,0,51
632 DATA "ON A WIDE DRAWBRIDGE."
633 DATA 50,0,54,0
634 DATA "OUTSIDE AN OLD CASTLE. THE STO
NE WALLS  ARE CRUMBLING WITH AGE."
635 DATA 0,0,55,53
640 DATA "BY THE GATEKEEPER'S LODGE."
645 DATA 0,57,0,54
650 DATA "IN A SMALL HALLWAY. A PASSAGE
LEADS TO  THE WEST."
655 DATA 51,0,0,55
660 DATA "BY THE CASTLE GATE. IT'S LOCKE
D AT THE  MOMENT."
665 DATA 55,0,58,0
670 DATA "BY THE CASTLE WALLS. THEY ARE
TOO HIGH  TO CLIMB."
675 DATA 0,0,0,57
680 DATA "IN A PACKED COURTYARD."
685 DATA 57,62,60,0
690 DATA "IN A WINE CELLAR FULL OF CASKS
 OF       VINTAGE WINE."
695 DATA 0,0,0,59
```

FAIRY T
ADVENT

```
700 DATA "IN A LARGE ROOM. THE FURNITURE
 IS       COVERED WITH COBWEBS."
705 DATA 0,0,62,0
710 DATA "IN AN ENORMOUS BANQUETING HALL
."
715 DATA 59,65,63,61
720 DATA "IN A SMALL CHAMBER FULL OF ROT
TING FLESH"
725 DATA 0,0,0,62
730 DATA "HIDING IN A DARK CUPBOARD."
735 DATA 0,0,0,0
740 DATA "IN AN ENORMOUS KITCHEN. THE OG
RE'S WIFE STANDS IN FRONT OF THE OVEN."
745 DATA 62,0,0,0
750 DATA "HIDING IN THE OVEN. IT'S GETTI
NG WARN IN HERE."
755 DATA 0,0,0,0
760 DATA "HIDING IN A LARGE COPPER."
765 DATA 0,0,0,0
770 DATA "IN THE ENTRANCE TO A DARK AND
GLOOMY    CAVERN."
775 DATA 72,49,69,0
780 DATA "IN A WINDY PASSAGE"
785 DATA 71,69,69,68
790 DATA "IN A WINDY PASSAGE"
795 DATA 74,70,70,71
800 DATA "IN A WINDY PASSAGE"
805 DATA 73,69,70,72
810 DATA "IN A WINDY PASSAGE"
815 DATA 72,68,71,72
820 DATA "IN A WINDY PASSAGE"
825 DATA 73,71,74,73
830 DATA "IN A WINDY PASSAGE"
835 DATA 76,70,74,73
840 DATA "BY A WINDOW. THE VIEW FROM HER
E IS      SPECTACULAR."
845 DATA 0,0,0,41
850 DATA "IN A SMALL, SECRET CAVERN."
855 DATA 0,74,0,0
860 DATA "IN A FIELD OF GOLDEN CORN."
865 DATA 46,0,0,0
870 DATA "IN A SMALL WOODEN HUT. A SMALL
 TABLE    STANDS AT THE CENTRE."
875 DATA 33,0,0,0
880 REM ** READ THE DATA FOR THE 23 OBJE
CTS - 3 ON EACH LINE **
885 FOR X=1 TO 23:READ G$(X),B%(X):NEXT
X
890 DATA "A SHARP AXE",14,"A COW",12,"A
SMALL CHILD",23
895 DATA "MOTHER (ILL IN BED)",2,"AN OLD
 FARMER",19,"",19
900 DATA "A PIECE OF PAPER",1,"A KNIFE",
6,"SOME CHEESE",9
905 DATA "A WOODCUTTER'S OUTFIT",78,"A C
OPPER",65,"A CUPBOARD",65
910 DATA "",65,"",65,"",65
915 DATA "A GOLDEN KEY",56,"A LADY'S DRE
SS",52,"A SMALL LEVER",50
920 DATA "A SWORD",76,"SOME DUST",15,"",
15
925 DATA "A GLASS OF WINE",58,"AN OLD LA
DY",51
930 REM ** READ THE DATA FOR THE 27 WORD
S RECOGNISED  **
935 FOR X=1 TO 27:READ N$(X),N%(X):NEXT
X
940 DATA "AXE",1,"COW",2,"CHILD",3,"MOTH
ER",4,"FARMER",5,"BEANS",6
945 DATA "PAPER",7,"CODE",7,"KNIFE",8,"C
HEESE",9,"WOODCUTTER",10,"OUTFIT",10
950 DATA "COPPER",11,"CUPBOARD",12,"GOOS
E",13,"BAG",14,"MONEY",14,"HARP",15
955 DATA "KEY",16,"DRESS",17,"LEVER",18,
"SWORD",19,"DUST",20,"MOUSE",21
960 DATA "GLASS",22,"WINE",22,"LADY",23
965 REM ** READ THE DATA FOR THE 34 COMM
ON REPLIES **
970 FOR X=1 TO 34:READ X$(X):NEXT X
975 DATA "O.K.","NOT LIKELY!","NO CHANCE
!","I CAN SEE NOTHING SPECIAL!"
980 DATA "NOTHING HAPPENED!","IT READS :
- COMBINATION 10130127"
985 DATA "AAAAGGGGHHHHHH.....!","IT'S LO
CKED!","IT'S A COMBINATION LOCK!"
990 DATA "I NEED THE AXE!","I BLEED TO D
EATH","I CLIMB UP!","I CLIMB DOWN!"
995 DATA "I NEED THE KEY!","HIDE SOMEWHE
RE QUICKLY!","SHE SAYS "
1000 DATA "FEE FIE FOE FUM ...I SMELL TH
E BLOOD OF AN ......."
1005 DATA "IT'S DARK!","THAT'S NOT TO BE
 RECOMMENDED!","HOW DARE YOU!"
1010 DATA "DON'T BE CRUEL!","THAT'S NOT
THE RIGHT APPROACH!"
1015 DATA "SHE WANTS SOMETHING!","ITS FU
LL OF MONEY","I FELL AND BROKE MY NECK!"
1020 DATA "I'M DEAD!","WOULD YOU LIKE AN
OTHER GAME ?"
1025 DATA "I DON'T HAVE A CLUE!","I'M SO
RRY I DON'T UNDERSTAND YOU!"
1030 DATA "I'M NOT HUNGRY AT THE MOMENT"
,"I'M NOT THIRSTY!"
1035 DATA "NOT HERE!","NOT YET!","DON'T
BE SO STUPID!"
1040 PRINT"▒I▒I▒I▒I▒▒ PRESS THE SPACE B
AR TO START THE GAME "
1050 GET A$:IF A$<>" " THEN 1050
1060 PRINT"▒":P%=2:PP$="10130127"
1480 PRINT
1490 PRINT"▒I AM :-▒▒":PRINTQ$(P%)
1500 IF P%=64 THEN GOSUB 12030
1501 IF P%=67 THEN GOSUB 12060
1502 IF P%=66 THEN GOSUB 11720
1503 IF P%=65 AND AF=1 THEN PRINT"▒BE Q
UIET THE OGRE IS ASLEEP IN HIS CHAIR"
1510 IF AH=3 AND P%=24 THEN PRINT"▒THER
E'S A GIANT BEANSTALK HERE!"
1511 IF AX=1 AND P%=15 THEN GOSUB 12240
1512 IF P%=62 THEN GOSUB 11990
1513 IF AS>0 THEN GOSUB 12090
1520 A$="":IF S%(P%,1)>0 THEN A$="NORTH"
1530 IF S%(P%,2)>0 AND LEN(A$)>0 THEN A$
=A$+",SOUTH"
1531 IF S%(P%,2)>0 AND LEN(A$)=0 THEN A$
="SOUTH"
1540 IF S%(P%,3)>0 AND LEN(A$)>0 THEN A$
=A$+",EAST"
1541 IF S%(P%,3)>0 AND LEN(A$)=0 THEN A$
="EAST"
1550 IF S%(P%,4)>0 AND LEN(A$)>0 THEN A$
=A$+",WEST"
1551 IF S%(P%,4)>0 AND LEN(A$)=0 THEN A$
="WEST"
1560 IF P%=25 OR P%=4 THEN A$=A$+",DOWN"
1561 IF P%=5 THEN A$=A$+",UP"
1562 IF P%=78 OR P%=64 OR P%=67 OR P%=66
 OR P%=52 OR P%=19 OR P%=14 THEN A$="OUT
"
```

```
1563 IF P%=36 OR P%=17 OR P%=13 OR P%=55
 OR P%=51 OR P%=33 THEN A$=A$+",IN"
1564 IF P%=37 THEN A$=A$+",OUT"
1580 IF LEN(A$)=0 THEN A$="NOWHERE I CAN
 SEE !"
1590 PRINT:PRINT"▒I CAN GO :-▒▒▒":PRIN
TA$
1600 E=0:FOR X=1 TO 23:PP%=0:IF B%(X)=P%
 THEN PP%=1
1610 IF PP%=1 THEN 1630
1620 NEXT:GOTO 1650
1630 IF E=0 THEN PRINT:PRINT"▒I CAN SEE
 :-▒"
1640 PRINTG$(X):E=1:GOTO 1620
1650 PRINT:PRINT"▒WHAT SHALL I DO NOW ▒
":INPUT Z$
1651 B$=LEFT$(Z$,2):C$=LEFT$(Z$,3):D$=LE
FT$(Z$,4)
1660 PRINT"▒▒":K=0:IF C$="LOO" THEN K=
1:PRINTX$(1)
1670 IF C$="QUI" THEN PRINT"GOODBYE. THA
NK YOU FOR PLAYING.":END
1671 IF C$="SCO" THEN PRINT"YOU HAVE SCO
RED ";S%;" %":K=1
1680 F=FRE("")
1690 IF C$="REA" THEN K=1:GOSUB 11540
1691 IF C$="SOW" OR C$="PLA" THEN K=1:GO
SUB 11830
1692 IF C$="WEA" THEN GOSUB 11910
1693 IF C$="REM" THEN GOSUB 11960
1700 IF C$="EAT" THEN PRINTX$(30):K=1
1701 IF C$="DRI" THEN PRINTX$(31):K=1
1702 IF C$="HEL" THEN GOSUB 11510
1703 IF C$="KIL" OR C$="STA" OR C$="ATT"
 THEN GOSUB 11860
1710 IF C$="PUL" THEN GOSUB 12210
1720 IF (B$="N"  OR D$="GO N") AND S%(P%
,1)>0 THEN P%=S%(P%,1):PRINTX$(1):K=1
1730 IF (B$="S"  OR D$="GO S") AND S%(P%
,2)>0 THEN P%=S%(P%,2):PRINTX$(1):K=1
1740 IF (B$="E"  OR D$="GO E") AND S%(P%
,3)>0 THEN P%=S%(P%,3):PRINTX$(1):K=1
1750 IF (B$="W"  OR D$="GO W") AND S%(P%
,4)>0 THEN P%=S%(P%,4):PRINTX$(1):K=1
1760 IF C$="RUB" OR C$="SWI" THEN K=1:PR
INTX$(34)
1761 IF C$="UNL" THEN GOSUB 11590
1770 IF C$="INV" THEN GOSUB 11220
1771 IF C$="GET" OR C$="TAK" THEN GOSUB
10000
1772 IF C$="DRO" OR C$="LEA" THEN GOSUB
11140
1780 IF C$="CLI" OR B$="UP" OR D$="GO U"
 THEN GOSUB 1850
1781 IF C$="DOW" OR D$="GO D" THEN GOSUB
 1880
1782 IF C$="IN" OR D$="GO I" THEN GOSUB
1900
1783 IF C$="OUT" OR D$="GO O" THEN GOSUB
 1960
1790 IF C$="HID" THEN K=1: GOSUB 11630
1791 IF C$="GIV" THEN K=1:GOSUB 11770
1792 IF C$="CUT" OR C$="CHO" THEN GOSUB
12110:K=1
1793 IF C$="SEA" THEN GOSUB 12170:K=1
1794 IF C$="OPE" THEN GOSUB 12200
1800 IF (B$="N" OR B$="S" OR B$="E" OR B
$="W") AND K=0 THEN PRINT"I CAN'T!":K=1
1810 IF K=0 THEN PRINTX$(29)
1820 IF S%<100 THEN 1480
1830 PRINT"▒":GOSUB 11330
1840 END
1850 K=1:IF P%=5 THEN P%=4:PRINTX$(1):RE
TURN
1860 IF P%=24 AND AH=3 THEN P%=25:PRINTX
$(1):RETURN
1861 IF P%=24 THEN PRINTX$(33):RETURN
1870 PRINTX$(32):RETURN
1880 K=1:IF P%=4 THEN P%=5:PRINTX$(1):RE
TURN
1881 IF P%=25 THEN P%=24:PRINTX$(1):RETU
```

1870 PRINTX$(32):RETURN
1880 K=1:IF P%=4 THEN P%=5:PRINTX$(1):RE
TURN
1881 IF P%=25 THEN P%=24:PRINTX$(1):RETU

```
RN
1890 PRINTX$(32):RETURN
1900 K=1:IF P%=13 AND AA<>1 THEN PRINTX$
(8):RETURN
1901 IF P%=13 THEN P%=14:PRINTX$(1):RETU
RN
1910 IF P%=17 THEN P%=19:PRINTX$(1):RETU
RN
1911 IF P%=33 THEN P%=78:PRINTX$(1):RETU
RN
1912 IF P%=49 THEN P%=68:PRINTX$(1):RETU
RN
1920 IF P%=51 AND AB<>1 THEN PRINTX$(23)
;" FIRST!":RETURN
1921 IF P%=51 THEN P%=52:PRINTX$(1):RETU
RN
1930 IF P%=55 THEN P%=56:PRINTX$(1):RETU
RN
1931 IF P%=57 AND AC<>1 THEN PRINTX$(8):
RETURN
1932 IF P%=57 THEN P%=59:PRINTX$(1):RETU
RN
1940 IF P%=36 THEN P%=37:PRINTX$(1):RETU
RN
1943 IF P%=42 THEN P%=39:PRINTX$(1):RETU
RN
1950 IF P%=65 THEN PRINT"▒PLEASE BE MOR
E SPECIFIC!":RETURN
1951 PRINTX$(34):RETURN
1960 K=1:IF P%=59 THEN P%=57:PRINTX$(1):
RETURN
1961 IF P%=66 OR P%=67 OR P%=64 THEN P%=
65:PRINTX$(1):RETURN
1970 IF P%=52 THEN P%=51:PRINTX$(1):RETU
RN
1971 IF P%=68 THEN P%=49:PRINTX$(1):RETU
RN
1972 IF P%=78 THEN P%=33:PRINTX$(1):RETU
RN
1973 IF P%=14 THEN P%=13:PRINTX$(1):RETU
RN
1980 IF P%=19 THEN P%=17:PRINTX$(1):RETU
RN
1981 IF P%=37 THEN P%=36:PRINTX$(1):RETU
RN
1982 IF P%=39 AND AD=0 THEN PRINT"IT'S C
LOSED!":RETURN
1983 IF P%=39 THEN P%=42:PRINTX$(1):RETU
RN
1990 PRINTX$(34):RETURN
10000 K=1:GOSUB 11090:IF L%<>1 THEN RETU
RN
11010 E%=0:FOR X=1 TO 23:IF B%(X)=P% AND
 N%(R)=X THEN E%=1
11020 NEXT X:IF E%=0 THEN PRINT"I CAN'T
SEE ";L$;" HERE!":RETURN
11030 IF R=27 OR R=21 OR R=5 OR R=4 OR R
=3 THEN PRINTX$(34):RETURN
11031 IF AX=0 AND R=24 THEN PRINT"IT'S T
OO FAST FOR ME TO CATCH!":RETURN
11032 IF R=14 OR R=13 THENPRINT"▒IT'S T
OO HEAVY FOR ME TO LIFT!":RETURN
11040 IF R=6 AND AH<2 THEN PRINT"THEY AR
E ";X$(32):RETURN
11041 IF R=2 THEN AH=1
11043 IF R=24 THEN PRINT"▒YOU'VE GOT TO
 BE JOKING!":RETURN
```

83

FAIRYTAL ADVENTUR

```
11044 IF R=6 AND AH>2 THEN PRINTX$(34):R
ETURN
11050 IF R=6 AND P%=24 THEN X$="I GET AT
TACKED BY BEES!":GOSUB 1290
11060 E%=0:FOR X=1 TO 4:IF V$(X)="" THEN
 V$(X)=G$(N%(R)):E%=1:X=5
11070 NEXT:IF E%=0 THENPRINT"I'M SORRY I
 CAN'T CARRY ANY MORE!":RETURN
11080 B%(N%(R))=0:RETURN
11090 L$=CHR$(32):FOR X=1 TO LEN(Z$)
11100 IF MID$(Z$,X,1)=" " THEN L$=RIGHT$
(Z$,(LEN(Z$)-X)):X=100
11110 NEXT X:R=0:L%=0
11111 IF LEN(L$)<2 THEN RETURN
11120 FOR X=1 TO 27:IF LEFT$(N$(X),LEN(L
$))=L$ THEN L%=1:R=X
11130 NEXT X:RETURN
11140 K=1:GOSUB 11090:IF L%<>1 THEN PRIN
T"I CAN'T SEE ";L$:RETURN
11150 E%=0:FOR X=1 TO 4:IF V$(X)=G$(N%(R
)) THEN V$(X)="":E%=1
11160 NEXT X:IF E%<>1 THEN PRINT"I'VE NO
T GOT IT!":RETURN
11170 B%(N%(R))=P%:IF R=6 AND P%=24 THEN
 GOSUB 11830
11171 IF R=2 THEN AH=0
11180 IF P%=2 AND R=15 THEN PRINT"MOTHER
 THANKS ME AND TELLS ME TO GO BACKAGAIN!
"
11181 IF P%=2 AND R=15 THEN AK=1:S%=S%+1
0:AF=7:B%(13)=0
11190 IF P%=2 AND (R=16 OR R=17) THEN S%
=S%+10:AK=2:AF=3:B%(14)=0
11191 IF P%=2 AND (R=16 OR R=17) THEN PR
INT"'PLEASE GO BACK AGAIN!',SAYS MOTHER
"
11200 IF P%=2 AND R=18 THEN AK=3:S%=80:B
%(15)=0
11201 IF P%=2 AND R=18 THEN PRINT"MOTHER
 SMILES AND SAYS 'YOU'D BETTER BE QUICK!
"
11210 RETURN
11220 K=1:PRINT"▒I AM CARRYING:-▒":F%=
0:FOR X=1 TO 4
11230 IF V$(X)<>"" THEN PRINTV$(X):F%=1
11240 NEXT X:IF F%=0 THEN PRINT"NOTHING
AT ALL!"
11250 IF AI=1 THEN PRINT"▒I'M DISGUISED
 AS AN OLD WOODCUTTER."
11260 IF AJ=1 THEN PRINT"▒I'M DISGUISED
 AS AN OLD LADY"
11270 PRINT:RETURN
```

```
11511 IF P%=51 THEN PRINT"SHE MAY LET ME
 IN IF I CAN FIND HER SOME CHEESE.":RETU
RN
11520 IF P%=49 THEN PRINT"WHY NOT GO IN?
":RETURN
11521 IF P%=78 THEN PRINT"IT WOULD MAKE
A GOOD DISGUISE!":RETURN
11530 IF P%=36 THEN PRINT"BE BRAVE!":RET
URN
11531 IF P%=57 THEN PRINT"YOU NEED A KEY
11290 PRINT"▒▒▒▒";X$
11291 PRINT"▒▒▒YOU HAVE JUST BEEN KI
LLED!!!!!"
11292 PRINT"▒▒▒DO YOU WANT TO PLAY A
GAIN <Y/N> ?"
11300 GET A$:IF A$="Y" THEN RUN
11301 IF A$<>"N" THEN 11300
11302 PRINT"▒GOODBYE . THANK YOU FOR PL
AYING." :END
11330 PRINT"▒WELL DONE.▒YOU HAVE COM
PLETELY SOLVED    THIS ADVENTURE."
11340 PRINT"▒▒▒YOU HAVE RECOVERED AL
L THE TREASURE AND KILLED THE OGRE."
11350 END
11510 K=1:IF P%=65 THEN PRINT"I'D BETTER
 HIDE SOMEWHERE!":RETURN
```

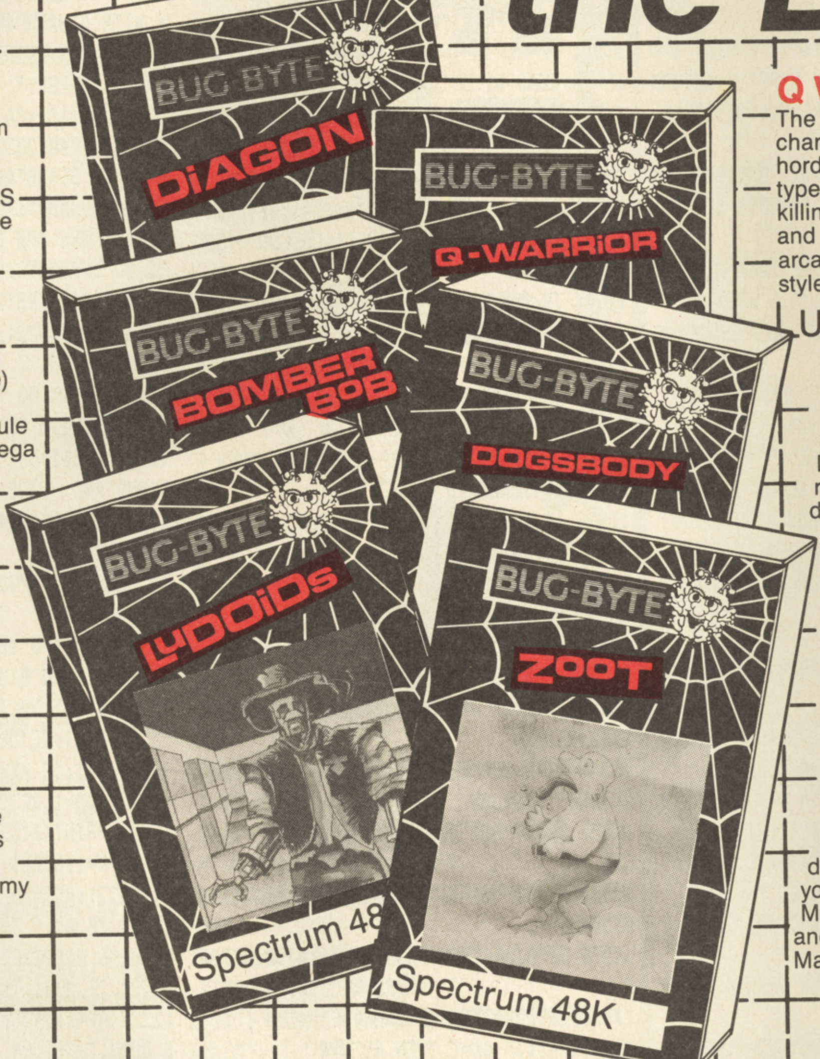
```
!":RETURN
11532 IF P%=13 THEN PRINT"CAN YOU REMEMB
ER THE COMBINATION ?":RETURN
11533 PRINTX$(28):RETURN
11540 K=1:IF P%=9 THEN PRINT"WHAT .... N
O PAGE 3 ?":RETURN
11541 U%=7:GOSUB 11570
11550 IF E%=0 THEN PRINT"I HAVEN'T GOT A
NYTHING TO READ!":RETURN
11560 PRINTX$(6):RETURN
11570 E%=0:FOR X=1 TO 4:IF V$(X)=G$(U%)
THEN E%=1
11580 NEXT X:RETURN
11590 K=1:IF P%=13 THEN GOSUB 11600:RETU
RN
11591 IF P%=57 THEN GOSUB 11620:RETURN
11592 PRINTX$(34):RETURN
11600 PRINT"▒▒";X$(9);"▒"
11601 PRINT"▒▒WHAT'S THE COMBINATION "
;:INPUT Z$
11602 IF Z$=PP$ THEN PRINTX$(1):PRINT"TH
E LOCK OPENS!":S%=S%+5:S%(13,4)=14:AA=1:
RETURN
11603 PRINT"THE WRONG COMBINATION!":RETU
RN
11620 K=1:U%=16:GOSUB 11570:IF E%=0 THEN
 PRINTX$(14):RETURN
11621 PRINTX$(1):S%(57,2)=59:Q$(57)=LEFT
$(Q$(57),19):RETURN
11630 K=1:IF P%<>65 THEN PRINTX$(32):RET
URN
11631 INPUT"WHERE SHALL I HIDE ";Z$:Z$=L
EFT$(Z$,3)
11632 IF LEFT$(Z$,2)="IN" THEN PRINT"JUS
T TYPE THE NAME OF WHERE YOU WANT TO HID
E."
11633 IF LEFT$(Z$,2)="IN" THEN GOTO 1163
0
11640 K=1:IF Z$="OVE" OR Z$="CUP" OR Z$=
"COP" THEN GOSUB 11660:RETURN
11641 PRINTX$(29):RETURN
11650 RETURN
```

```
11660 K=1:IF AE=0 AND Z$="OVE" THEN AE=1
:P%=66:PRINTX$(1):RETURN
11661 IF Z$="OVE" THEN X$="THE OGRE CATC
HES ME FROM BEHIND!":GOSUB 11290
11670 IF AK<1 THEN PRINTX$(33):PRINT"I M
UST TAKE MY TREASURE BACK FIRST!":RETURN
11680 K=1:IF Z$="CUP" AND AE=1 THEN AE=2
:PRINTX$(1):S%=S%+5:P%=64:AX=1:RETURN
11681 IF Z$="CUP" THEN X$="THE OGRE EATS
 ME UP!":GOSUB 11290
11690 IF AK<2 THEN PRINTX$(33):PRINT"I M
UST TAKE MY TREASURE BACK FIRST!":RETURN
11700 K=1:IF AE=2 THEN PRINTX$(1):P%=67:
AE=3:S%=S%+5:RETURN
11701 X$="THE OGRE WALKS IN, GRABS ME AN
D THROWS  ME TO THE RATS.":GOSUB 11290
11710 PRINTX$(19):RETURN
11720 PRINT"I HEAR THE OGRE COME IN AND
SAY          SOMETHING ABOUT A GOOSE."
11721 G$(13)="A GOOSE THAT LAYS GOLDEN E
GGS."
11730 PRINT"▒I▒▒WHAT SHOULD I DO NOW "
;:INPUT Z$:Z$=LEFT$(Z$,3):K=1
11740 IF(Z$="OUT" OR Z$="GO O")AND AF<>1
 THEN X$="HE CATCHES ME!":GOSUB 11290
11741 IF Z$="WAI" THEN GOSUB 11760:PRINT
"HE FALLS ASLEEP!":S%=S%+5:AF=1:RETURN
11750 IF Z$="OUT" OR Z$="GO O" THEN P%=6
5:RETURN
11751 PRINTX$(29):RETURN
11760 AF=1:PRINTX$(1):FOR T=1 TO 300:NEX
T T:RETURN
11770 K=1:GOSUB 11090:IF R=2 AND P%=19 A
ND AH<>1 THEN PRINTX$(33):RETURN
11780 IF R=2 AND P%=19 THEN PRINT"HE GIV
ES ME SOMETHING IN EXCHANGE!":S%=S%+5
11781 IF R=2 AND P%=19 THEN G$(6)="SOME
RED BEANS":AH=2:FOR A=1 TO 4
11782 IF R=2 AND P%=19 AND V$(A)=G$(2) T
HEN V$(A)=""
11783 IF R=2 AND P%=19 THEN NEXT A:RETUR
N
11800 IF R=10 AND P%=51 THEN U%=9:GOSUB
11570:IF E%<>1 THEN PRINT"I CAN'T":RETUR
N
11801 IF R=10 AND P%=51 THEN PRINTX$(1):
R=10:P%=52:PRINT"HELP YOURSELF, SHE SAYS
"
11802 IF R=10 AND P%=51 THEN PRINT"AS SH
E SHOVES ME INTO THE CLOSET!":RETURN
11820 PRINT"NOT HERE!":RETURN
11830 K=1:IF P%<>24 THEN PRINTX$(32):RET
URN
11840 IF AH<2 THEN PRINT"I NEED SOME SEE
DS!":RETURN
11841 PRINT"A GIANT BEANSTALK SPURTS INT
O RAPID     GROWTH.":AH=3:S%=S%+5
11842 FOR X=1 TO 4:IF V$(X)=G$(6) THEN V
$(X)=""
11843 NEXT X
11850 RETURN
11860 K=1:IF P%=51 THEN G$(23)="A POOR D
EAD OLD LADY!":RETURN
11870 IF P%=15 AND AX=0 THEN PRINTX$(1):
G$(21)="A DEAD MOUSE":RETURN
11880 IF P%=15 THEN U%=19:GOSUB 11570:IF
 E%=0 THEN PRINT"WHAT WITH?":RETURN
11881 IF P%=15 THEN PRINTX$(1):AX=2:G$(2
1)="A DEAD WITCH!":S%=S%+5:S%(15,1)=11
11882 IF P%=15 THEN RETURN
11890 IF P%=65 THEN X$="THE OGRE'S WIFE
SHOUTS OUT AND HE HEARS!":GOSUB 11290
11891 IF P%=19 THEN PRINTX$(34):RETURN
11892 IF P%=23 THEN PRINT"I COULDN'T DO
IT!":RETURN
11893 IF P%=2 THEN PRINT"SHE IS MY MOTHE
R YOU KNOW!":RETURN
11894 PRINT"DON'T BE ABSURD!":RETURN
11910 K=1:GOSUB 11090:IF (R=11 OR R=12)
THEN U%=10:GOSUB 11570
11911 IF (R=11 OR R=12) AND E%<>1 THEN P
RINTX$(34):RETURN
11920 IF AJ<>1 AND (R=11 OR R=12) THEN A
I=1:PRINTX$(1):RETURN
11921 IF R=11 OR R=12 THEN PRINT"I'M ALR
EADY IN DISGUISE!":RETURN
11930 IF R=20 THEN U%=17:GOSUB 11570:IF
E%<>1 THEN PRINTX$(34):RETURN
11940 IF R=20 AND AI<>1 THEN AJ=1:PRINTX
$(1):RETURN
11941 IF R=20 THEN PRINT"I'M ALREADY DIS
GUISED!":RETURN
11950 PRINT"NOT JUST AT THE MOMENT!":RET
URN
11960 K=1:IF AI=1 THEN AI=0:PRINTX$(1):R
ETURN
11970 IF AJ=1 THEN PRINTX$(1):AJ=0:RETUR
N
11980 PRINTX$(34):RETURN
11990 K=1:IF AK=0 THEN RETURN
11991 IF AK=1 AND AI<>1 THEN X$="I'LL NO
T HAVE YOU IN HERE AGAIN, SHE SAYS."
11992 IF AK=1 AND AI<>1 THEN GOSUB 11290
12000 IF AK=1 THEN PRINT"THE OGRE'S WIFE
 WELCOMES ME!":RETURN
12010 IF AK=2 AND AJ<>1 THEN X$="! HE OG
RE RUSHES IN AND CATCHES ME!":GOSUB 1129
0
12020 PRINT"THE OGRE'S WIFE SAYS 'DO COM
E IN'":RETURN
12030 K=1:INPUT"WHAT DO I DO NOW ";Z$
12031 IF LEFT$(Z$,3)<>"WAI" THEN X$="THE
 OGRE GRABS ME!":GOSUB 11290
12040 GOSUB 11760:PRINT"I HEAR THE OGRE
COME IN AND SIT IN HIS  CHAIR."
12041 PRINT"A FEW SECONDS LATER, I HEAR
SNORING!":G$(14)="A LARGE BAG OF MONEY"
12042 RETURN
12060 INPUT"WHAT DO I DO NOW ";Z$
12061 IF LEFT$(Z$,3)<>"WAI" THEN X$="THE
 OGRE GRABS ME!":GOSUB 11290
12070 GOSUB 11760:PRINT"THE OGRE COMES I
N WITH A HARP AND BEGINS TO PLAY."
12071 AF=1:PRINT"AFTER A FEW SECONDS HE
12070 GOSUB 11760:PRINT"THE OGRE COMES I
N WITH A HARP AND BEGINS TO PLAY."
12071 AF=1:PRINT"AFTER A FEW SECONDS HE
FALLS ASLEEP."
12072 G$(15)="A MAGIC HARP":RETURN
12090 IF AS<2 THEN X$="THE OGRE CLIMBS D
OWN THE BEANSTALK ":GOSUB 11290
12100 AS=AS-1:PRINT"I HAVE ONLY ";AS;"MO
VES BEFORE THE GIANT COMES DOWN":RETURN
12110 U%=1:GOSUB 11570:K=1:IF E%=0 THEN
PRINTX$(10):RETURN
12120 IF P%<>24 THEN PRINTX$(22):RETURN
12130 IF AH<>3 THEN PRINTX$(33):RETURN
12140 IF S%<80 THEN PRINT"I CAN'T DO THA
T JUST YET!":RETURN
12150 PRINT"THE BEANSTALK FALLS TO THE G
ROUND AND   THE OGRE DIES!"
12151 GOSUB 11340
12160 RETURN
12170 K=1:IF P%<>15 THEN PRINTX$(4):RETU
RN
12180 IF AT=0 THEN PRINT"SOMETHING MOVED
!":G$(21)="A BIG FAT MOUSE"
12181 IF AT<>0 THEN PRINTX$(4):RETURN
12190 AT=1:RETURN
12200 K=1:IF P%=39 THEN PRINTX$(1):S%(39
,2)=42:AD=1:RETURN
12201 PRINTX$(32):RETURN
12210 K=1:GOSUB 11090:IF P%<>50 THEN PRI
NTX$(22):RETURN
12220 IF AV<1 THEN PRINTX$(1):PRINT"▒▒SO
METHING HAPPENED!":S%(50,2)=53
12221 IF AV=1 THEN RETURN
12222 AV=1:Q$(50)="BY A DRAWBRIDGE. IT I
S DOWN.":RETURN
12240 G$(21)="AN EVIL WITCH WHO BLOCKS T
HE WAY.":N$(24)="WITCH"
12241 S%(15,1)=0:RETURN

READY.
```

The Bugs are back!

Catch the Bug!



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Spectrum 48K

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The year 2139. You are earth's champion against the invading hordes. You have the latest Q type ship at your control. The killing field approaches. Survive and save the world. Compelling arcade action in the classic style. Fast and furious.

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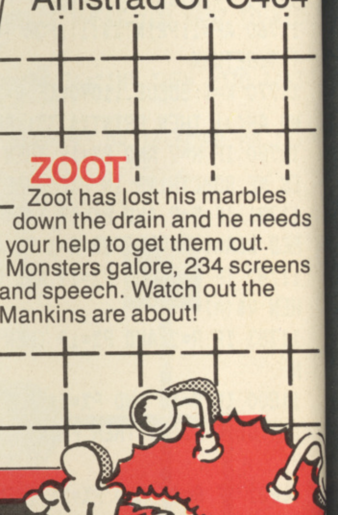
Amstrad CPC464

ZOOT

Zoot has lost his marbles down the drain and he needs your help to get them out. Monsters galore, 234 screens and speech. Watch out the Mankins are about!

£2.95

BUG-BYTE



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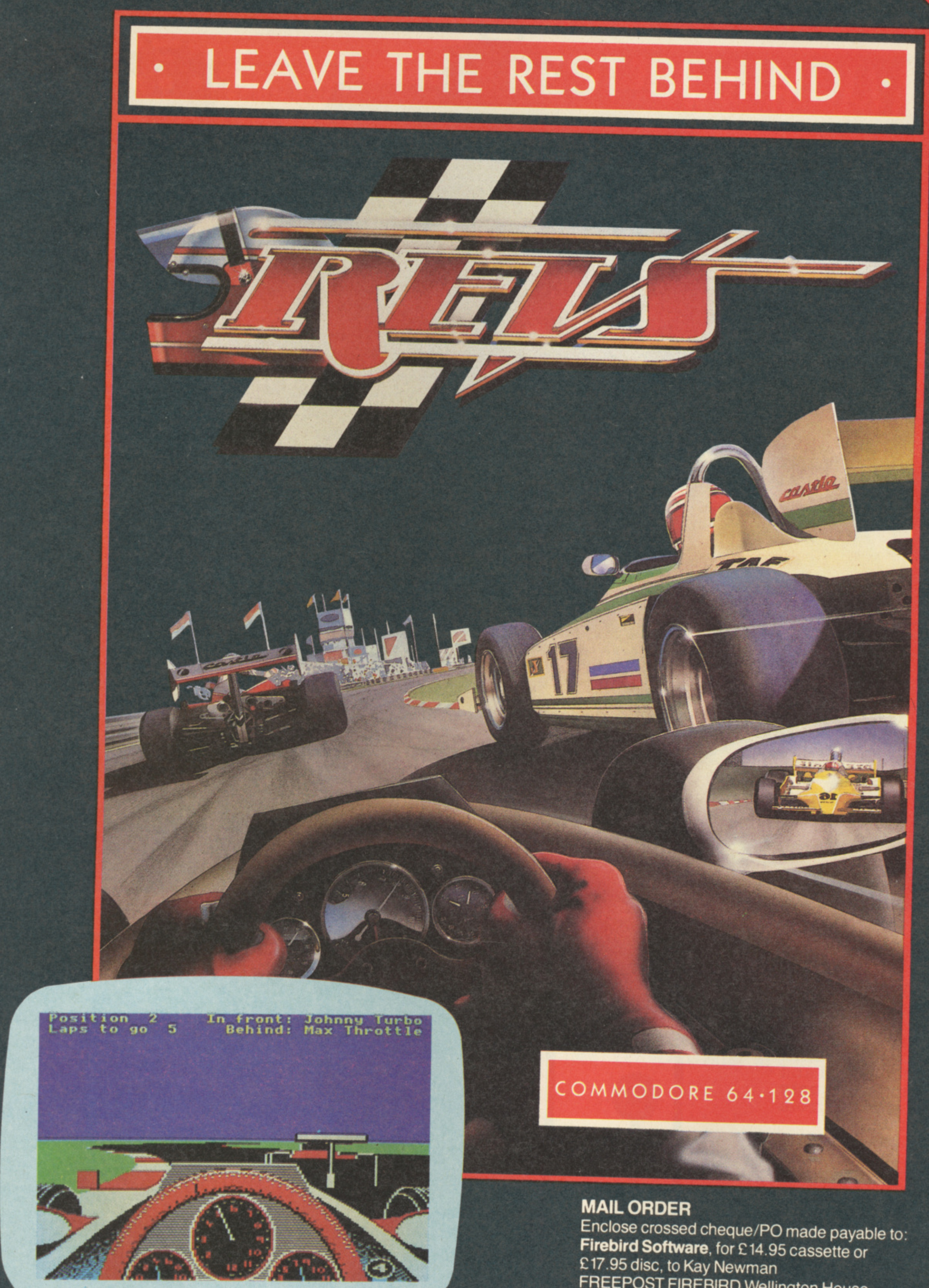
WIN A TRIP TO THE MONTE CARLO GRAND PRIX 1986

· LEAVE THE REST BEHIND ·


REVS
castio
TAF
17
Position 2 In front: Johnny Turbo
Laps to go 5 Behind: Max Throttle

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KRAKATOA 2012

John Pitcher

The year is 2012 and Earth has been invaded by aliens. These aliens have made their base within the extinct volcano. The alien UFO's guard the island and they have mysteriously awoken the volcano from its dormant state.

Your mission is to first rescue the 10 islanders and return them to your mothership. Secondly you must collect charges which fell from the sky. When you have 10 charges you must drop them into the volcano and return to your mothership. The game is played over 3 interconnecting screens.

Keys = cursor keys and 0 to pick up/drop/bomb.

Key in listing 1 first and follow instructions within the program to save the machine code.

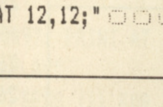
Program 1

```
>
  10 LET A=10: LET B=11: LET C=12: LET D
=13: LET E=14: LET F=15
  20 LET LINE=1000
  30 LET ADDRESS=50000+(LINE-1000)*6.4
  40 RESTORE LINE
  45 IF ADDRESS=50560 THEN  GO TO 2000
  50 READ S$,SUM
  60 LET TOT=0
  70 LET BYT=16*VAL S$(1)+VAL S$(2)
  80 LET TOT=TOT+BYTE
  90 POKE ADDRESS,BYTE
 100 LET S$=S$(3 TO )
 110 LET ADDRESS=ADDRESS+1
 120 IF S$<>"" THEN  GO TO 70
 130 POKE 23692,255
 140 IF SUM=TOT THEN  PRINT "LINE ";LINE
;" O.K.": LET LINE=LINE+1: GO TO 40
 150 PRINT "ERROR IN LINE ";LINE;"   AGH
HH !": BEEP 1,1: STOP
```

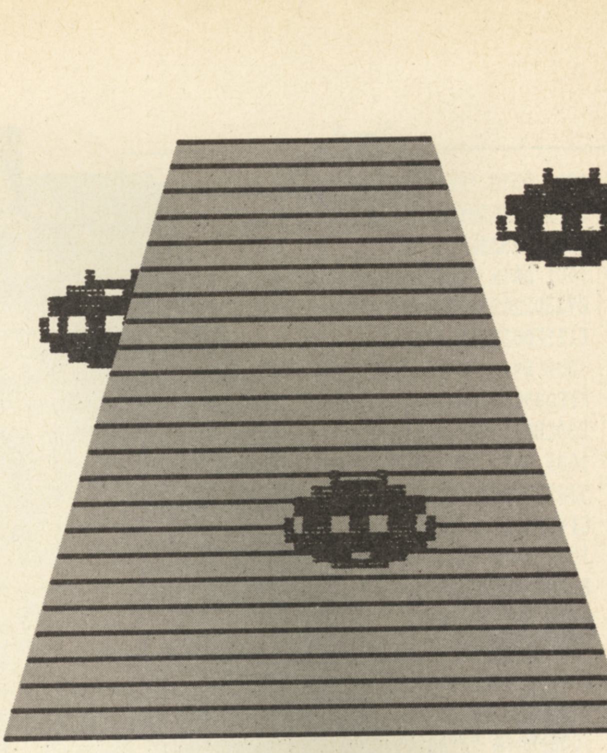
```
1000 DATA "FFFCF5EB76C9651E15381EC93BFCF
D1E003CFE301EC93C983022C93C993023C9FFFCE
DEB76C9551E",5337
1001 DATA "15381EC93AFC1D1E003C1C301EC93
C963022C93C973023C9EB76C9651E0B381FC93AF
C121E003C11",3451
1002 DATA "301FC9EB76C95D1E0B381FC93BFCF
F1E003C00301FC9EB76C9451E033CFD3020C9C73
C00CBFF14C4",4375
1003 DATA "37308D5A3C14D5381FC9D5381EC9D
53822C9D53823C9D5C73C00CBFF14C437308D5A3
C14D5381FC9",4485
1004 DATA "D5381EC9D53C1ED53C1ED5C70414C
B420CC7C7FE1FBE580FBF58FF3EFE3405EBAEC7F
EFEFEFEFEFE",5838
1005 DATA "DB1F28A2DB7CFEFCFD26205DDB54F
F04003C14D578D579D53C1ED53C1ED5120EEEDB2
1DB21DB21DB",5090
1006 DATA "21DB2116D5DB1F28A2DB7CFEFCFDC
6D98602FEFF2804FE1B2008DD7E02ED44DD7702D
D7E01FE0228",5139
1007 DATA "04FE0E2008DD7E03ED44DD7703DD7
E00DD8602DD7700DD7E01DD8603DD77010E90DDC
B047E280ADD",4384
1008 DATA "CB04BE3E04814F1804DDCB04FEDD7
E04CBBFC638328F5CDD560106023E16D77AD7DD7
E00D779D70C",4527
1009 DATA "79D70C1410EEDD23DD23DD23DD23D
D23C349C4000E643E14D3FE4110FE3E07D3FE411
0FE0D20EFC9",4716
1010 DATA "06012100007ED3FE237CFE4020F71
0F23E01D3FEC9210A0011030006C8E5D5C5CDB50
3C1D1E12310",4349
1011 DATA "F4C90601C5210003110100E5CDB50
3E1111000A7ED5220F0C110E9C90601C5210F001
13100E5CDB5",3913
1012 DATA "03E1111000A7ED5A7DFEFF20EDC11
0E6C9015000210005ED42110100E5C5CDB503C1E
17CA720F0C9",4735
1013 DATA "001120001910FD20EEC921005811O
15801000336O0EDB0C92150C306FF007E3C3C772
310F9C90000",3148
1014 DATA "0050C306FF007E3C3C772310F9C90
0000000000000000000000000000000000000000
0000000000",1402
2000 FOR N=0 TO 30: BEEP .05,N: NEXT N:
PRINT "FINISHED AT LAST,NOW SAVING THE M
ACHINE CODE."
2010 SAVE "CODE"CODE 50000,560
2020 CLS : PRINT "NOW VERIFYING REWIND T
APE.      IF IT DOES NOT WORK THEN TYPE
 RUN 2010"
2030 VERIFY ""CODE
2040 PRINT "ALL O.K. NOW TYPE IN LISTING
 2"
9998 FOR N=50000 TO 50255: PRINT N;" ";P
EEK N: NEXT N
9999 STOP : FOR N=50000 TO 50255: LET A=
PEEK N: LET A=A-2: POKE N,A: NEXT N
```

Program 2

```
   1 REM ****BY*JOHN*PITCHER****
   2 REM *******MAY*1985********
   3 PRINT "INSERT TAPE WITH KRAK.CODE O
N ITAND PRESS PLAY ON YOUR RECORDER": LO
AD ""CODE
   4 CLS : POKE 23658,8: PRINT "PLEASE W
AIT": GO SUB 9000: GO SUB 8900
   5 GO SUB 9500: GO SUB 6500: POKE 5200
0,29: POKE 52001,3: POKE 52002,0: POKE 5
0263,27
   6 GO SUB 4000
  10 INK 1: PAPER 7: CLS : BORDER 1
  25 GO SUB 6000
  30 GO SUB 2500
  32 BORDER 1: LET l=USR 50180
  35 POKE 52004,152: POKE 52005,153
 999 INK 1: LET L=USR 50114
1010 LET L=USR 50000
1032 LET l=USR 50200
1033 LET X=PEEK 52000: LET Y=PEEK 52001
1034 IF FL=1 THEN  GO SUB 1200
1035 IF ATTR (Y,X)<>57 OR ATTR (Y,X+1)<>
57 THEN  GO SUB 7000
1040 LET l=USR 50114
1041 IF PEEK 52002=255 THEN  GO SUB 3000
1042 IF X=30 OR X=0 THEN  GO SUB 2000
1050 LET CC=CC+1
1060 IF CC=99 THEN  GO SUB 1500
1070 PAUSE .5
1090 LET l=USR 50144
1100 GO TO 1000
1200 BORDER 1: PRINT AT GD,CE;" ";AT GD+
1,CE; INK 6;"▢": LET l=USR 50497: LET GD
=GD+1: IF GD=16 THEN  LET FL=0: PRINT AT
 16,CE;" "
1210 RETURN
1500 LET CC=0
1505 IF RM=2 AND PEEK 23672<30 THEN  GO
TO 1600
1510 IF RM=3 OR RM=1 THEN  GO TO 1800
1520 RETURN
1600 INK 2: PRINT AT 14,13;"▢▢▢▢▢▢": GO
SUB 1790
1601 INK 2: PRINT AT 15,13;"▢▢▢▢▢▢": GO
SUB 1790
1610 PRINT AT 13,12;"▢▢▢▢▢▢▢▢": GO SUB 1
790
1620 PRINT AT 12,12;"▢▢▢▢▢▢▢▢": GO SUB 1
790
```



```
1630 PRINT AT 11,11;"OOOOOOOOOO": GO SUB
 1790
1640 PRINT AT 10,11;"OOOOOOOOOO": GO SUB
 1790
1650 PRINT AT 9,10;"OOOOOOOOOOOO": GO SU
B 1790
1660 PRINT AT 8,10;"OOOOOOOOOOOO": GO SU
B 1790
1670 PRINT AT 7,9;"OOOOOOOOOOOOOO": GO S
UB 1790
1680 PRINT AT 6,9;"OOOOOOOOOOOOOO": GO S
UB 1790
1690 PRINT AT 5,8;"OOOOOOOOOOOOOOOO": GO
 SUB 1790
1691 PRINT AT 4,8;"OOOOOOOOOOOOOOOO": GO
 SUB 1790
1692 PRINT AT 3,7;"OOOOOOOOOOOOOOOOOO":
GO SUB 1790
1693 PRINT AT 2,7;"OOOOOOOOOOOOOOOOOO":
GO SUB 1790
1694 INK 1
1695 GO SUB 7000
1700 INK 1: RETURN
1790 LET l=USR 50400: RETURN
1800 IF BM=10 OR KB=10 THEN  RETURN
1805 LET GD=2: LET CE=INT (RND*20)+5: PR
INT AT 2,CE; INK 6;"Q": LET FL=1
1999 RETURN
2000 IF RM=1 AND X=30 THEN  LET RM=2: PO
KE 52000,1: LET FL=0: GO TO 2500
2010 IF RM=2 AND X=30 THEN  POKE 52000,1
: POKE 50263,27: LET RM=3: GO TO 2500
2011 IF RM=2 AND X=0 THEN  POKE 52000,29
: LET RM=1: GO TO 2500
2020 IF RM=3 AND X=0 THEN  POKE 52000,29
: POKE 50263,31: LET FL=0: LET RM=2: GO
TO 2500
2030 RETURN
2500 REM
2502 LET l=USR 50172: POKE 50190,40: LET
 l=USR 50180
2503 LET fr=50202: LET se=50247
2505 IF RM=1 THEN  POKE fr,16: POKE se,1
6: GO TO 2550
2510 IF RM=2 THEN  POKE fr,42: POKE se,4
2: GO TO 2600
2520 IF RM=3 THEN  POKE fr,58: POKE se,5
8: GO TO 2650
2550 POKE 50282,17: PRINT AT 21,0; PAPER
 4;L$; PAPER 7;AT 21,3; INK 4;"M";AT 21,
0;"   "
2555 LET Y=9-PE: FOR n=0 TO Y: PRINT AT
20,N+13; INK 0;"U": NEXT n
```

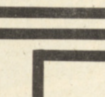


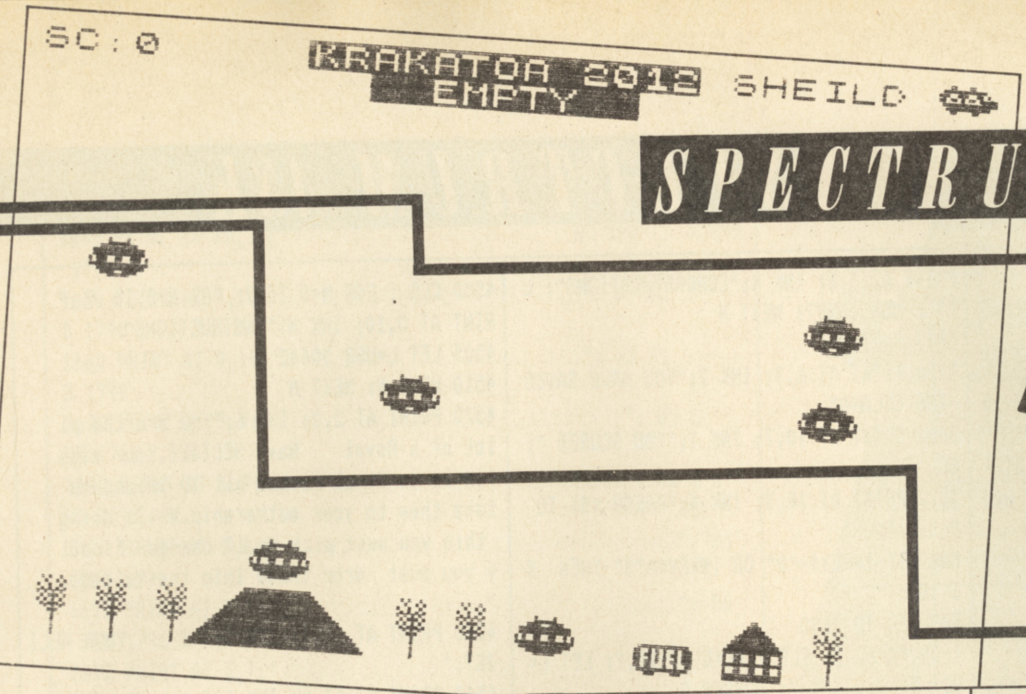
```
2560 PRINT AT 20,9; INK 2;"M     N"
2561 PRINT AT 20,6; INK 3;"TT";AT 19,6;"
MN"
2565 RESTORE 2565: DATA 4,31,23: FOR N=0
 TO 2: READ C: PRINT AT 20,C; INK 2;"Q";
AT 19,C;"P": NEXT N
2570 PRINT AT 20,24; INK 4;"M▒▒▒▒▒N";AT
19,25;"M▒▒▒N"
2599 INK 1: RETURN
2600 POKE 50282,14: PRINT AT 21,0; PAPER
 4;L$: PAPER 7
2605 PRINT AT 20,8; INK 0;"M▒▒▒▒▒▒▒▒▒▒
▒▒▒▒N";AT 19,9;"M▒▒▒▒▒▒▒▒▒▒▒▒N";AT 18,10;"
M▒▒▒▒▒▒▒▒▒▒N";AT 17,11;"M▒▒▒▒▒▒▒▒N";AT 1
6,12;"M▒▒▒▒▒▒N"
2610 RESTORE 2610: DATA 1,3,30,26: FOR N
=0 TO 3: READ C: PRINT AT 20,C; INK 2;"Q
";AT 19,C;"P": NEXT N
2620 PRINT AT 20,28; INK 1;"RS"
2630 PRINT AT 20,5; INK 3;"CD";AT 19,5;"
AB"
2649 INK 1: RETURN
2650 POKE 50282,15: INK 1: PAPER 7: PRIN
T AT 21,0; PAPER 4;L$; PAPER 7;AT 21,28;
 INK 4;"N";AT 21,29;"   "
2660 RESTORE 2660: DATA 1,5,3,13,27,15:
FOR N=0 TO 5: READ C: PRINT AT 20,C; INK
 2;"Q";AT 19,C;"P": NEXT N
2670 PRINT AT 20,6; INK 4;"M▒▒▒N";AT 19
,7;"M▒▒N"
2680 PINT AT 20,24; INK 3;"TT";AT 19,24;
"MN"
2685 PRINT AT 18,8; INK 3;"CD";AT 17,8;"
AB"
2686 PRINT AT 20,21; INK 1;"RS"
2687 PRINT AT 20,17; INK 3;"CD";AT 19,17
;"AB"
2690 PRINT AT 2,28; INK 0;"M▒▒N";AT 3,28
;"T";AT 3,31;"T";AT 4,28;"N";AT 4,31;"M"
2699 INK 1: RETURN
```

SPECTRUM 48K

KRAKATOA 2012

```
2900 RETURN
3005 POKE 52002,0: BORDER 1: IF RM=3 AND
 X=29 AND y>2 AND y<5 AND DOF=1 THEN  GO
 TO 3079
3006 IF BMF=1 THEN  GO TO 3100
3010 IF RM=1 AND X=10 AND Y=19 AND DOF=0
 AND PE<10 THEN  GO TO 3020
3015 RETURN
3020 LET DOF=1: LET PE=PE+1: PRINT AT 20
,14+9-PE;" ";AT 1,12; INK 1;" LOADED  "
3050 POKE 50383,20: FOR N=150 TO 50 STEP
 -10: POKE 50381,N: LET L=USR 50380: NEX
T N
3060 BORDER 1
3065 LET SC=SC+10: PRINT AT 0,3;SC
3070 RETURN
3079 IF FN=1 THEN  GO TO 3800
3080 PRINT AT 1,11; INK 1;"  EMPTY   ";A
T 1,21+PE; INK 0;"⌴"
3081 IF PE=10 AND BM=10 THEN  LET BMF=1
3082 INK 1
3083 POKE 50383,19: FOR N=50 TO 150 STEP
 10: POKE 50381,N: LET L=USR 50380: NEXT
 N
3084 BORDER 1
3085 LET DOF=0
3086 LET SC=SC+10: PRINT AT 0,3;SC
3099 RETURN
3100 IF RM<>2 OR BMF<>1 OR X<13 OR X>17
THEN  RETURN
3120 FOR N=Y+2 TO 15: PRINT AT N,X; INK
6;"▭";AT N-1,X; INK 1;" "
3121 BEEP .005,N: NEXT N
3122 PRINT AT N-1,X; INK 1;" "
3124 LET KB=KB+1
3125 IF KB=10 THEN  GO TO 3500
3130 LET BM=BM-1: PRINT AT 1,BM; INK 6;"
 "
3140 INK 1
3150 LET l=USR 50468
3160 LET SC=SC+20: PRINT AT 0,3;SC
3190 RETURN
3500 PRINT AT 10,7;"ALL CHARGES DROPED "
3501 PRINT AT 11,6;"RETURN TO MOTHER SHI
P"
3502 PRINT AT 1,0;" "
3505 LET SC=SC+100: PRINT AT 0,3;SC
3506 PRINT AT 5,7;"100 BONUS POINTS"
3510 PAUSE 300: FOR n=0 TO 10: LET l=USR
 50442: NEXT n
3520 PAUSE 0
3530 LET L=USR 50172
3540 GO SUB 2500
3560 LET BMF=0: LET DOF=1: LET FN=1: RET
URN
3800 FOR N=0 TO 50: LET L=USR 50497: NEX
T N
3810 PAUSE 30: LET RM=2: GO SUB 2500
3830 FOR n=0 TO 255: POKE 50540,n: LET l
=USR 50530: NEXT n
3840 CLS : FOR M=0 TO 20: FOR N=0 TO 7:
PRINT AT 3,8; INK N;"CONGRATULATIONS": L
ET L=USR 50497: NEXT N
3845 NEXT M
3850 PRINT AT 6,3; INK 2;"YOU HAVE SAVED
 THE ISLAND"
3860 PRINT AT 10,7; INK 1;"YOU SCORED ";
SC
3870 PRINT AT 18,3; INK 4;"PRESS (S) TO
PLAY AGAIN"
3880 IF INKEY$="0" OR INKEY$="S" THEN  G
O TO 5
3890 GO TO 3880
4000 PAPER 0: CLS : POKE 50190,7: LET L=
USR 50180: INK 7: BORDER 0
4010 FOR N=0 TO 2: LET L=USR 50468: NEXT
 N
4015 FOR M=0 TO 3: FOR N=0 TO 7
4020 PRINT AT 1,9; INK N;"KRAKATOA 2012"
4025 LET L=USR 50442: NEXT N: NEXT M
4030 PRINT AT 4,0;"DATELINE:5th April 20
12": LET l=USR 50497
4040 PAUSE 30: PRINT AT 6,0; INK 5;"LOCA
TION:Krakatoa,Sunda Straight         ,of
f Java,W. Indonesia" : LET l=USR 50497
4050 PAUSE 30: PRINT AT 9,0; INK 6;"REPO
RT:Alien Fleet invasion.           Alien
 base nside volcano       Volcano active
.                Earth in danger.": LET
 l=USR 50497
4060 PAUSE 30: PRINT AT 14,0; INK 4;"MIS
SION:Rescue Islanders.               Col
lect Charges.             Drop Charge
s in Volcano.       Blow up Alien Base.
": LET l=USR 50497
4070 PAUSE 20: LET L=USR 50497: PRINT AT
 21,7; INK 2;"PRESS (S) TO PLAY"
4080 PRINT AT 20,3; INK 3;"PRESS (I) FOR
 INSTRUCTIONS"
4090 IF INKEY$="S" THEN  RETURN
4091 IF INKEY$="I" THEN  GO TO 4500
4092 GO TO 4090
4500 CLS : FOR M=0 TO 2: FOR N=0 TO 7: P
RINT AT 0,10; INK N;"INSTRUCTIONS"
4505 LET L=USR 50442
4510 NEXT N: NEXT M
4520 PRINT AT 2,0; INK 6;"You are the pi
lot of a Royal    Navy HELIJET.Your miss
ion is to first rescue all 10 islanders
take them to your mothership.While doing
 this you must pick up 10 charges.Finall
y you must  drop these into the volcano.
"
4530 PRINT AT 11,0; INK 5;" ⌶⌴  YOUR HELI
JET."
4540 PRINT AT 13,0; INK 6;"▭   CHARGE."
```





SPECTRUM 48K

KRAKATOA 2012

```
4550 PRINT AT 15,0; INK 7;"U   ISLANDER.
"
4560 PRINT AT 15,0; INK 2;"AB  ROAMER UF
O.";AT 16,0;"CD"
4570 PRINT AT 18,0; INK 4;"AB  GUARD UFO
.";AT 19,0;"CD"
4571 PRINT #0;"               PRESS A KEY"
4572 PAUSE 0
4580 CLS
4590 PRINT AT 1,0; INK 3;"AB  PARKED UFO
.";AT 2,0;"CD"
4600 PRINT AT 4,0; INK 7;"M▒▒▒▒▒N";AT 5,0;"
T  T  YOUR MOTHERSHIP.";AT 6,0;"N▒▒▒▒▒M"
4605 PRINT AT 8,0; INK 4;"AVOID ALL OTHE
R OBJECTS OR THEY WILL WEAKEN YOUR SHEIL
D.IT CAN  ONLY WITHSTAND 16 HITS"
4610 PRINT AT 12,8; INK 3;"USE ARROW KEY
S "
4620 PRINT AT 14,0;" AND (0) TO PICK UP/
DROP,ENTER"
4640 PAUSE 0: CLS
4650 PRINT AT 2,0;"To pick up a islander
 you must  go to the landing pad (M▒▒▒▒▒N)
   and press (0) .To drop off the  islan
der you must go to your    mothership an
d press (0)"
4725 PRINT AT 14,0; INK 6;"SOFTWARE BY J
OHN PITCHER EXTRA SPECIAL THANKS TO JO
HN PARSONS."
4730 PRINT AT 21,8; INK 5;"PRESS A KEY T
O PLAY"
4740 PAUSE 0: GO TO 10
5000 LET BM=BM+1: IF BM=11 THEN  GO TO 7
090
5010 PRINT AT 1,BM-1; INK 6;"O"
5020 IF PE=10 AND BM=10 THEN  LET BMF=1
5025 LET SC=SC+15: PRINT AT 0,3;SC
5030 RETURN
6000 PRINT AT 0,0;"SC:";SC;"      "; INK
3;"KRAKATOA 2012"; INK 2;" SHEILD IJ"
6005 PLOT 71,175: DRAW 0,-7
6010 PRINT AT 1,0; INK 6;"              ";
INK 1;"  EMPTY  "; INK 0;"             "
6090 RETURN
6500 IF PEEK 59999=0 THEN  GO TO ((PEEK
23658)*1000)+(RM-4)
6501 RETURN
7000 IF ATTR (Y,X)=62 OR ATTR (Y,X+1)=62
 THEN  LET l=USR 50442: LET FL=0: GO TO
5000
7010 IF ATTR (Y,X)<>57 OR ATTR (Y,X+1)<>
57 THEN  GO TO 8000
7020 GO SUB 2500
7090 RETURN
7999 RANDOMIZE USR 50544: POKE 50252+RM,
221: POKE 59999,255: RETURN
8000 LET L=USR 50421
8010 LET LI=LI+1: IF LI=FO THEN  GO TO 8
500
8020 PLOT  INK 2; INVERSE 1;239+LI,175
8030 DRAW  INK 2; INVERSE 1;0,-7
8035 IF x>=28 AND rm=3 THEN  POKE 52001,
3: POKE 52000,29
8040 INK 1: GO TO 2500
8090 RETURN
8500 BORDER 1: POKE 50190,15: LET l=USR
50180: PRINT AT 21,0; PAPER 0; INK 6;"
        GAME OVER             "
8505 PAPER 0
8510 FOR N=0 TO 20: LET l=USR 3280: PRIN
T AT 21,0; INK 0; PAPER 0;l$: LET l=USR
50442: NEXT n
8530 PRINT AT 5,11; INK 3;"WELL DONE": L
ET L=USR 50468: PAUSE 20
8540 PRINT AT 9,8; INK 4;"YOU SCORED ";S
C: LET L=USR 50400: PAUSE 20
8550 PRINT AT 20,7; INK 5;"PRESS (S) TO
PLAY": POKE 50381,255: LET L=USR 50380
8555 PAPER 0: BORDER 0: POKE 50190,7: LE
T L=USR 50180
8560 IF INKEY$="S" OR INKEY$="0" THEN  R
UN 5
8570 GO TO 8560
8650 BORDER 0
8888 FOR N=50000 TO 50511: LET A=PEEK N:
 LET A=A-2: POKE N,A: NEXT N
8900 RESTORE 8900: FOR n=42000 TO 42067
8910 READ a: POKE n,a: NEXT n
8920 DATA 3,5,1,1,2,16,8,1,1,2,28,17,1,0
,4,1,17,1,0,4,255,0,0,0,0,0
8930 DATA 3,7,1,1,2,25,7,1,1,2,28,10,1,1
,2,255
8940 DATA 10,7,1,1,2,20,3,1,1,2,26,4,0,1
,4,26,15,0,1,4,255,0,0,0,0,0
8950 RETURN
9300 RESTORE 9300: FOR n=USR "a" TO USR
"u"+7
9310 READ a: POKE n,a: NEXT n
9320 DATA 0,0,4,7,30,127,127,166,0,0,32,
224,120,254,254,101,166,255,127,31,7,0,0
,0,101,255,254,248,224,0,0,0,0,0,4,7,31,
127,127,185,0,0,32,224,248,254,254,157,1
85,255,127,30,7,0,0,0,157,255,254,120,22
4,0,0,0
9340 DATA 24,127,231,90,194,127,63,24,19
2,248,52,210,31,255,252,96,3,31,44,75,24
8,255,63,6,24,252,231,90,67,254,252,24,1
,3,7,15,31,63,127,255,128,192,224,240,24
8,252,254,255
9350 DATA 0,60,126,126,126,126,60,0,82,3
7,146,85,170,93,170,93,42,28,8,8,8,8,8,8
9360 DATA 127,202,218,202,218,216,127,28
,254,151,183,151,183,147,254,56,255,153,
153,255,153,153,255,255
9370 DATA 24,60,24,60,90,24,36,102
9500 LET FN=0: LET Y=PEEK 52000: LET X=P
EEK 52001: LET RM=3: LET PE=0: LET CC=0
9510  LET L$="
       ": LET FO=17: LET FL=0: LET BMF=0
9520 LET BM=0: LET LI=0: LET SC=0: LET
OF=0: LET KB=0
9950 RETURN
9989 STOP
```

S·U·B·S·C·R·I·P·T·I·O·N·S

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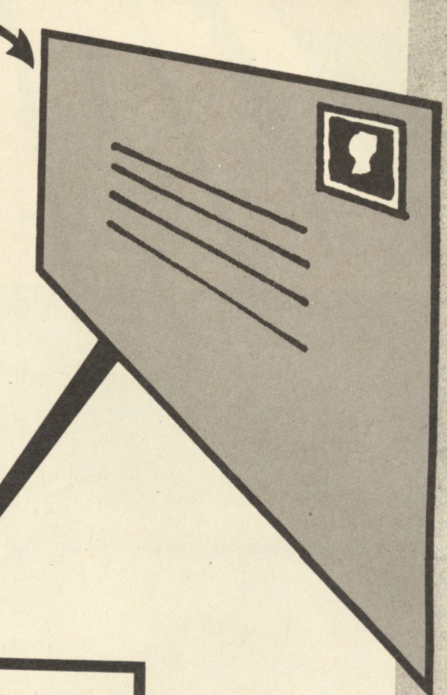

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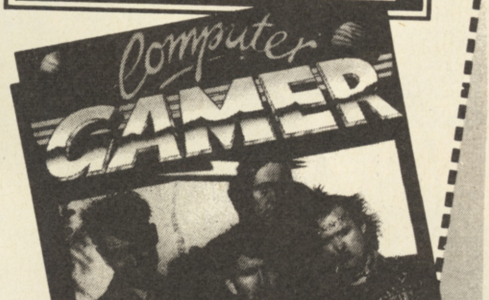

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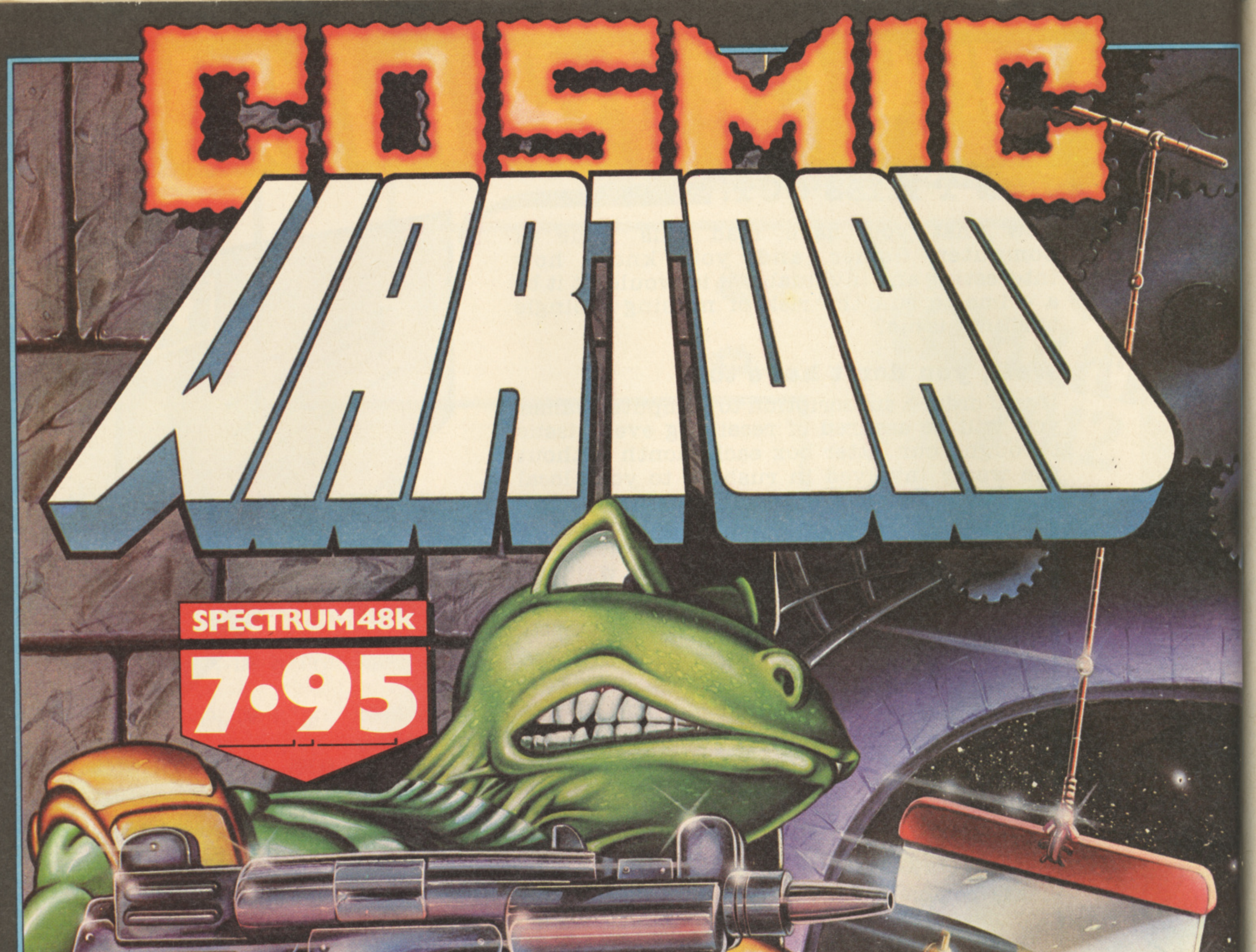

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INTO GAMES

By R P Newman

This month's article is for the Spectrum, as promised. I hope C16 owners managed to enjoy last month's article and, with any luck, winning against the computer or an opponent. This month's game is called ZAPPER, named after the ship you pilot. The theme is from the left-right-shoot style zap-'em game; the sort where you are the top of the screen, the commander of a starfighter, escaping from hoards of mindless zombie-like aliens, who seem to be unhappy and have the sole purpose of destroying all civilised forms of life — i.e. YOU!

The sadists amongst you may be upset at not being able to annihilate the baddies, but you will be able to. A good idea to combine the skill of avoidance and the pleasure of killing the bad guys.

Scenario

You are in charge of Zapper, a fully-armed flag ship of the expeditionary force which Earth has sent out. The first expedition out of the solar system. While there you discover a new civilisation but, while making contact, you are attacked. The rest of the force is destroyed and you injured. Your life support systems are working and that's about it. With only 7-warp, on the way back they ambush you and try to finish you off. You must avoid them or be destroyed! You can't avoid them, because you're too low on fuel but you have a desire for revenge.

Instructions

The ship you are commanding is at the top of the screen. It will scroll up with the aliens. You must avoid them and their bullets. The control are on the keyboard:

Z = Left
X = Right

Graphics

For simplicity, User Definable Graphics are used, seven in all. Your ship is 2, one on top of the other.

The computer program has a very useful line in it. Line 500 CALL = USR 3280. This scrolls the screen upwards. You may think PRINT would suffice, but this can be slow, so CALL 3280 is used, scrolling in machine code to speed up the action. Scrolling the screen is quite hard, to needs to be handled with care. Make sure you have the program before you run it as, if it crashes, you can reload and check it thoroughly.

On the subject of scrolling, owners of other computers may wish to know how to scroll, but, unfortunately, to do it with any speed requires machine code. The Print is fairly speedy and OK in some games, but machine code is even faster.

Line	
1	Sets the variables for your lives, three at the start, and your position, the middle of the top line of the screen.
2	Sets the screen and border colours. The screen is set to green and the border to magenta
10	REM statement. This doesn't have to be typed in, it's just a way to know what's happening when typing in. It can be used before a section, like titling the program, or just to let people know who the program is by, etc.
20	Another REM statement. REM comes from REMinder and everything after a REM is ignored by the computer, so, if you have written a program and you think a certain line is making it crash, you can put REM in front of it. Then, if you need the line, you don't have to type it back in again.
30	Another REM statement.
40	Clears the screen.
50	Sets up the variables for the game, such as alien positions.
60	Sets up a loop to read the data. Reads the first piece.
70	A loop to make sure it pokes it in the right location.
80	Pokes the data already read into a location in the ROM, so the first line of a User Definable Graphic is set up.
90	Goes back to 70 to continue that loop.
100	Goes back to 60 to continue reading the data.
110	Another REM statement; this time saying its the Data for the User definable Graphics.
120-200	The data for the User Definable Graphics. There is one graphic on each line, i.e. eight pieces of data.
210	Asks you if you want instructions.
220	Checks if any keys are pressed. If one is pressed, then it goes to line 230. If not it goes back to line 220 and continues doing this until one is pressed.
230	This checks to see what key was pressed and, if the user wants instructions. If Y is pressed, it goes to line 1000. If N is pressed then it continues, i.e. goes to the next line, 240.
240	Is another REM, telling about the start of the actual game.
250	Clears the screen again.
260	Prints the top half of your ship Zapper, graphic A, on the top line of the screen as defined by the variable originally defined in line 10.
270	Prints the second part of Zapper, Graphic B, on the screen, a line below the variable.
275-400	Sets the objects to be dodged on the screen. This is done by using PRINT AT,Z: where W and Z are worked out using RND, so the aliens appear in different positions each time. This is good as you can't work out a routine. It adds to the enjoyment of the game.
470	Another REM for keyboard operations.
480-490	Check to see whether you have pressed a key. It notes what you've done; if you have pressed Z, it makes the variable one less, so that next time it's printed up, it's one square to the left. If you have pressed "X" it adds

	one to the variable so it will be printed one square to the right next time. If you press the space bar, it fires.
500	This is the line I pointed out earlier which will scroll the screen up one line.
510-580	Randomly print an alien on the bottom line of the screen. The reason it's on the bottom line of the screen is so that you have a chance if one appears straight in front of you.
590-600	Reprint your ship on the top line, but at the new location, worked out in lines 480-490. Line 590 prints the top half of Zapper, Graphic A, and line 600 prints the bottom half, Graphic B.
595	Checks to see whether you have crashed, by seeing if there is something other than a space directly one line ahead on the bottom half of Zapper, Graphic B. If so, one of your three lives is removed.
620	Checks to see whether you have any lives left. If not, it goes to Line 200. If you have, it continues by going to the next line.
630	Sends the computer back to line 470 for the main part of the program.
1000-1060	Are the instructions sub-routine. They print the instructions and then ask you to press a key to play the game.
1070	Checks to see if you have pressed a key and, if so, it then returns to the program to play the game. If not, it goes back to the beginning of the line and continues to do until you press a key.
2000	Clears the screen.
2010-2030	Print up a message saying you have failed and asks you whether you want another game.

Well, that's this month's program. I hope you win. Next month I'll have a program for one the remaining computers, C64, BBC, Electron or Atari. Until then — good-bye.

```
   1 LET SC=0: LET LI=3: LET X=0: LET Y=
15
   2 BORDER 3: PAPER 4
  10 REM ** zapper **
  20 REM **BY C.Winter**
  30 REM **and R.P.Newman
  40 CLS
  50 LET B=BIN 11111111: LET C=BIN 01000
010: LET D=BIN 00011000: LET E=BIN 01010
101: LET F=BIN 10101010: LET G=BIN 10000
001
  60 FOR N=1 TO 9: READ P$
  70 FOR F=0 TO 7
  80 READ A: POKE USR P$+F,A
  90 NEXT F
 100 NEXT N
 110 REM DATA
 120 DATA "a",B,C,BIN 00100100,D,D,BIN 0
0100100,C,B
 130 DATA "B",B,C,C,C,C,C,C,B
 140 DATA "C",B,C,C,B,B,C,C,B
 150 DATA "D",E,F,E,F,E,F,E,F
 160 DATA "E",B,G,G,BIN 10011001,BIN 100
11001,G,G,B
 170 DATA "F",B,E,B,E,B,E,B,E
 180 DATA "G",0,BIN 01100110,BIN 0111111
0,BIN 00111100,BIN 00111100,BIN 01111110
,BIN 01111110,BIN 00111100
 190 DATA "H",BIN 00111100,BIN 00011000,
BIN 00011000,BIN 00111100,BIN 01111110,B
IN 01111110,BIN 00111100,BIN 00011000
```

```
 200 DATA "I",D,D,D,D,D,BIN 01111110,BIN
 00111100,D
 210 PRINT "Do you require instructions(
Y/N)"
 220 IF INKEY$="" THEN  GO TO 220
 230 IF INKEY$="y" THEN  GO SUB 1000
 240 REM MAIN PROGRAM
 250 CLS
 260 PRINT AT X,Y;"▦"
 270 PRINT AT X+1,Y;"♣"
 275 FOR T=1 TO 10
 280 LET W=INT (RND*20)
 290 LET Z=INT (RND*20)+2
 300 PRINT AT W,Z;"⧗"
 310 NEXT T
 320 FOR T=1 TO 6
 330 LET W=INT (RND*20)
 340 LET Z=INT (RND*20)+2
 350 PRINT AT W,Z;"▯▯▯"
 360 NEXT T
 370 FOR T=1 TO 3
```

```
 380 LET W=INT (RND*20)
 390 LET Z=INT (RND*20)+2
 400 PRINT AT W,Z;"⊞⊞⊞⊞"
 410 NEXT T
 420 FOR T=1 TO 3
 430 LET W=INT (RND*20)
 440 LET Z=INT (RND*20)+2
 450 PRINT AT W,Z;"▥"
 460 NEXT T
 470 REM MOVEMENT
 480 IF INKEY$="z" THEN  LET Y=Y-1
 490 IF INKEY$="x" THEN  LET Y=Y+1
 500 LET CALL=USR 3280
 510 LET W=INT (RND*20)+1
 520 LET Q=INT (RND*7)+1
 530 IF Q<4 THEN  PRINT AT 20,W;"⧗"
 550 IF Q=4 OR Q=5 THEN  PRINT AT 20,W;"
▯▯▯"
 570 IF Q=6 THEN  PRINT AT 20,W;"⊞⊞⊞⊞
"
 580 IF Q=7 THEN  PRINT AT 20,W;"▥"
 590 PRINT AT X,Y;"▦"
 595  IF SCREEN$ (X+1,Y)<>" " THEN  LET
LI=LI-1
 600 PRINT AT X+1,Y;"♣"
 620 IF LI=0 THEN  GO TO 2000
 630 GO TO 470
1000 CLS
1010 PRINT "**** ZAPPER ****"
1020 PRINT
1030 PRINT "MOVE YOUR 'ZAPPER' AND DODGE
 THEOBSTACLES.KEYS:"
1040 PRINT
1050 PRINT "Z-RIGHT"
1060 PRINT "X-LEFT"
1070 IF INKEY$="" THEN  GO TO 1070
1080 RETURN
2000 CLS
2010 PRINT "YOU HAVE LOST"
2020 PRINT
2030 PRINT "ANOTHER GO(Y/N)"
2040 IF INKEY$="" THEN  GO TO 2040
2050 IF INKEY$="y" THEN  RUN
```

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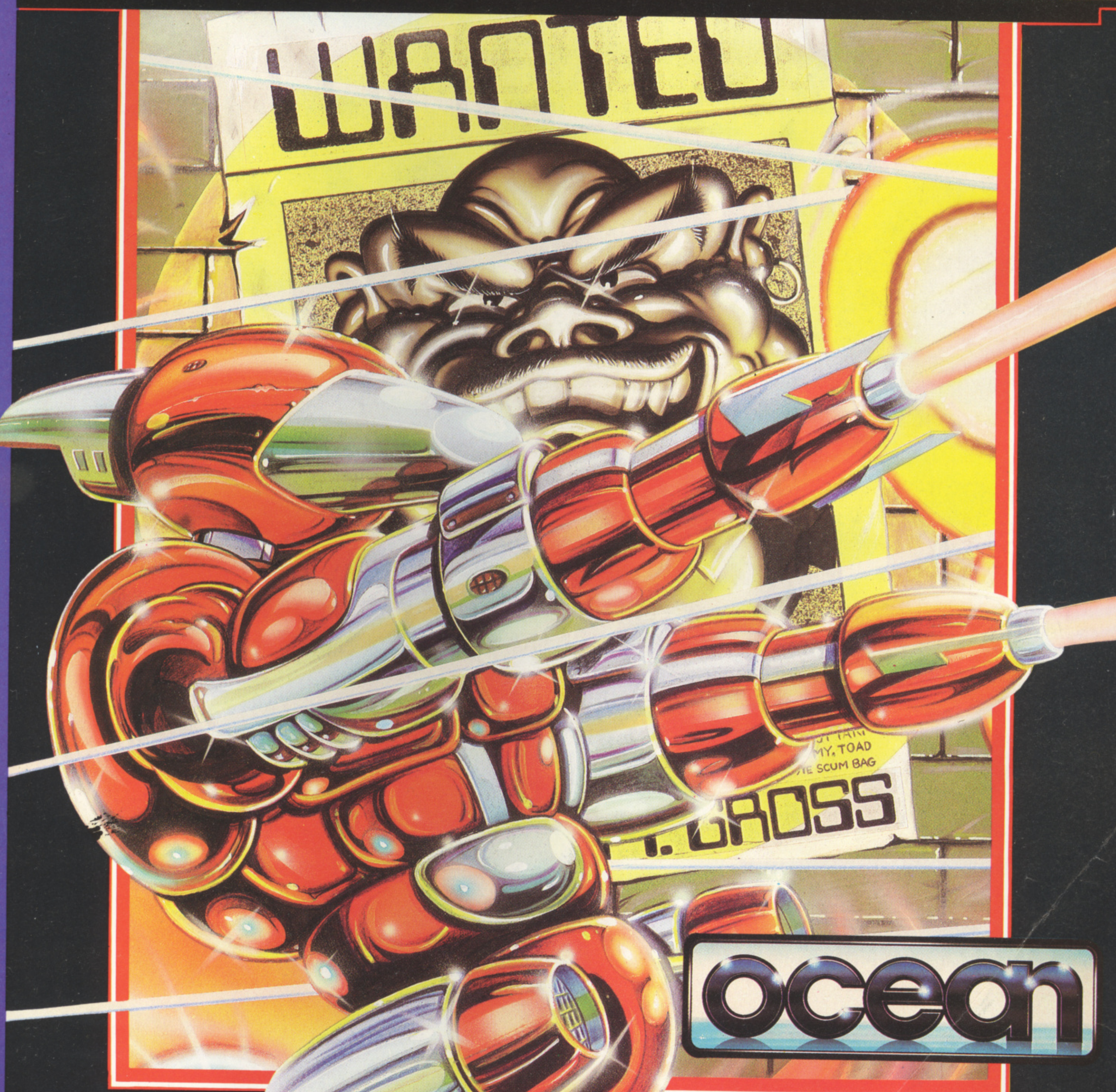

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